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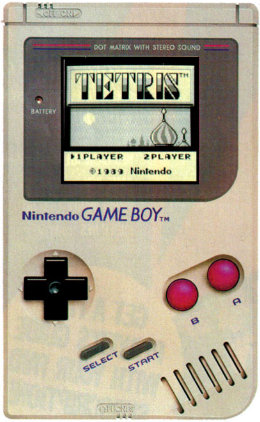
OFF ON
DOT MATRIX WITH STEREO SOUND
BATTERY
TETRIS™
▶1PLAYER 2PLAYER
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Nintendo GAME BOY™
B
A
SELECT
START
PHONES

So your Game Boy's missing...**again**. Who knows where you'll find it–on his work bench in the garage, under his recliner in the den, in his briefcase on its way home. You've given him his chances, but **now** it's time for him to get his **own** Game Boy. He's lucky that it's also time for Father's Day.

Remember Dad on June 21st

It's time to lay down the law.

Nintendo®

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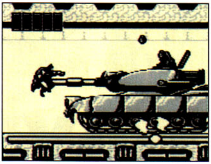

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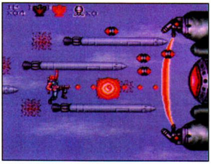

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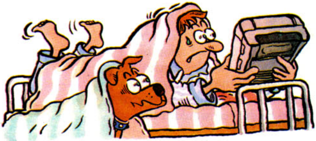


SUPER HERO FOR A DAY!

Many readers of Nintendo Power have aspirations to become video game characters themselves! It's no wonder--video game heroes always have special abilities. How many times have you slipped off into a daydream about being able to fly or being able to use magic? Here's some examples of the many ideas we have received from superhero wannabees.

If I was Yoshi for a day, I would fly all over and eat everything in sight except my Nintendo system.

David Dilworth
Portland, OR

I would like to be Dr. Mario. Then I could cure people and everyone would be healthy.

Steve Brown
Medina, OH

If I could have the power of any hero from an NES game, I would have the power of Lolo. Why? Easy! Not only would I be smart, so I could ace school, but I would be cute and adorable. I could run through people's legs to the front of the line in the cafeteria and get my food first. Having the power of Lolo would be the best,wouldn't it?

Evan Murray
Winnipeg, Manitoba

If I could be the Silver Surfer for a day, I would do what he often does: fly around on my surfboard in outer space. Since I would be coated with an indestructible silver glaze, then I wouldn't have to worry about oxygen.

Brandon Fike
Simi Valley, CA

I would be Captain Planet for a day and have his special ability of destroying pollutants. I would purify the ocean and make the air clean and the land fertile.

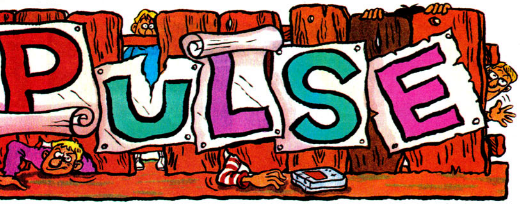
Justin Head
Lexington, IL

My dream is to be Ryu from Ninja Gaiden. He is brave to avenge first his father, and now Irene. He is also a ninja. I'm studying martial arts, too! Ryu has been my favorite character since Ninja Gaiden.

Eric WIlson
Dexter, MO

I wish I could have the abilities of Link in The Adventure of Link. I could use "Spell" to turn my enemies into monsters, "Life" to cure my wounds, and "Shield" to prepare me for battle. I wish I had Link's powers for a day!

Adam Bonareh
Belleville, MI



We've received some terrific letters from fans who are proud that they've earned money themselves to buy the things they want. Have you taken on a paper route to save money for a Super NES? Do you recycle newspapers for extra cash? We want to congratulate all of our creative and hardworking fans. Write in and tell us about your money making ideas!

Nintendo Power
Player's Pulse
P.O. Box 97033
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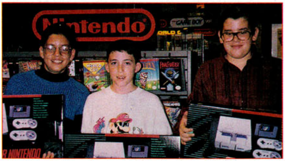
SUPER NES TRIP WINNERS

A lot of things can happen when you send in your Player's Poll card! These three guys got to fly to Seattle last November, see the sights, go to a Sonics game, tour the Nintendo headquarters, sit in with Game Play Counselors and receive a great prize: a Super Nintendo Entertainment System! From left to right they are: Michael DeLao, Chris Ruggeri and Billy McSpedon. Our lucky contest winners also had a rare opportunity to test some Super NES games which were in the developmental stages and had not been released yet.



EDITOR'S CORNER

In Volume 34, the March issue, we ran a column which listed results from questions asked on a previous Player's Poll questionnaire. The questions dealt with the changes which were made in the format of Nintendo Power. Your answers gave us an overall view of your feelings about those changes. With this issue and Player's Poll questionnaire, we would like to delve a bit deeper into the issue of changes and get your opinions on George and Rob's Now Playing, the Legend of Zelda comics and the Super Mario Bros. comics. Please take the time to fill out the Player's Poll card and send it in. Who knows, maybe your card will be drawn and you'll win one of our Grand Prizes like our Super NES Trip winners, Michael, Chris and Billy!

Gail Tilden
Editor in Chief

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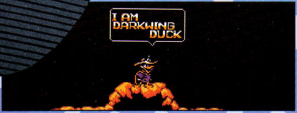
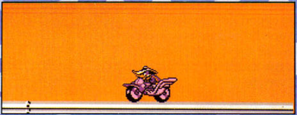
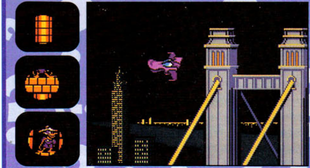
I AM THE TERROR WHO FLAPS IN THE NIGHT! I AM THE WINGED SCOURGE THAT PECKS AT YOUR NIGHTMARE! I AM……………………

DARKWING DUCK™



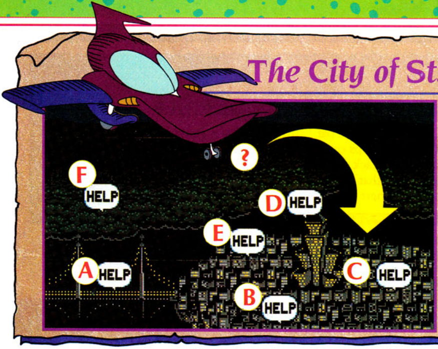




LET'S GET DANGEROUS!

When the burgeoning city of St. Canard is stricken by criminal occurrences, there's only one dashing costumed adventurer who will, uh, dash to the aid of its weary citizens. That eager enemy to all things evil is none other than Disney's Darkwing Duck. And now D.W. is on his greatest case ever in a thrilling, stimulating and altogether delightful seven stage adventure from Capcom. Agents of F.O.W.L. (the Fiendish Organization for World Larceny) are turning the city upside down with devious deeds. This crime spree has inspired J. Gander Hooter, the director of SHUSH (an agency so top secret that no one knows what the letters stand for), to call on Darkwing Duck. It's D.W.'s job to track down and take in the pesky perpetrators along with their leader, the sinister Steelbeak. The game captures D.W.'s animated flair to a T and offers a built-in stage select so that players can begin their adventure on any of the first three stages.

The City of St. Canard



F.O.W.L. OFFENDERS ARE RUNNING AMUCK, DUCK!

- Ⓐ THE NEW BRIDGE
- Ⓑ CENTER OF THE CITY
- Ⓒ THE UNDERPASS
- Ⓓ THE TOWER
- Ⓔ THE WAREHOUSES
- Ⓕ THE WOODS
- ? F.O.W.L. HEADQUARTERS

DARKWING'S WONDERFUL TOYS

GAS GUN

When it's not loaded with special Gas Canisters, the Gas Gun fires stunning shots at a rapid rate.

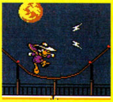
GAS CANISTERS

You'll need to collect Gas Canisters in order to fire special Gasses. Big Canisters hold ten times the capacity of small Canisters.

SPECIAL GASSES

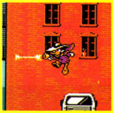
THUNDER GAS

This charged vapor sends out two strong bolts of electricity, one at 45 degrees above you and one at 45 degrees below. With every use, you'll burn up two units of Gas.



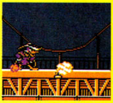
ARROW GAS

If there's something just out of reach that you'd like to grab on to, you can fire a shot of Arrow Gas into a wall and jump onto the temporary Arrow for a boost. It uses three Gas units.



HEAVY GAS

You'll trigger a powerful ground level attack by using this explosive fuel. When you drop a cloud of Heavy Gas, it'll split on contact and fire shots to the left and right.



THE CAPE

Darkwing's crime-fighting Cape is not only stylish, but it's useful too! Pull it up over Darkwing's beak to deflect enemy shots.

FIRST AID KITS

You can patch up D.W.'s injuries by grabbing First Aid Kits. Big ones refill the entire Heart and small ones refill a quarter-Heart.

DIAMONDS

The F.O.W.L. gang has stolen dozens of valuable jewels. You'll earn 100 points for every Diamond that you recover.

GOLD BARS

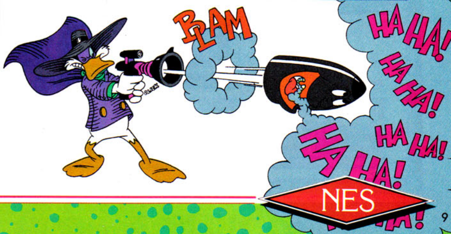
In addition to Diamonds, there are a few Gold Bars at the scenes of crimes. Collect them for 500 points each.

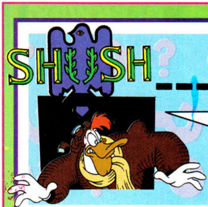
1-UPS

These miniature versions of our intrepid crime-fighter add to your lives in reserve. Grab them whenever you have the chance.

BONUS STAGES

By firing your weapon in certain out-of-the-way areas, you can make the "Go" sign appear, sending you into a Bonus-filled stage.


BLAM
HA HA!
HA HA!
HA HA!
HA HA!
HA HA!
HA HA!

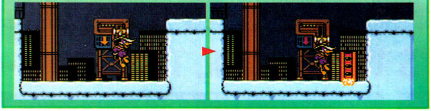


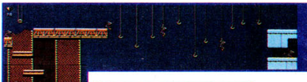
The New Bridge

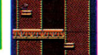
OK, D.W., listen to your old pal, Launchpad. You're going to meet up with some pretty mean creeps on your way across the new bridge, including that clown Quacker Jack. My advice is to take it easy and be sure to grab the hooks and lines that are hanging from above. This bridge is still under construction and there are a lot of holes!

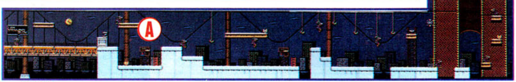
A. A BOOST FROM A BEAM

The first hole in this mess of a construction site is too deep to escape from without assistance. Hang on to the lever and you'll trigger a beam to drop down just to the left of the right edge. Hop onto the beam and keep moving!



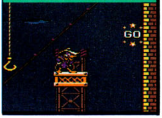






►START

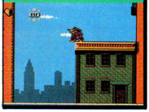
1. BONUS STAGE



Center Of The City

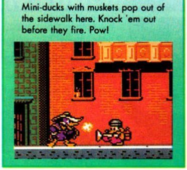
That hairy hooligan, Wolfman Duck, is tearing up downtown St. Canard, Darkwing. You've got to do something to stop him! You'll find spare tires and balloons scattered all over the city. Ride on them over dangerous sections. Also, be sure to get Arrow Gas early and keep it. You can use it to pick up a pair of 1-Ups.

1. BONUS STAGE



A. AMBUSH!

Mini-ducks with muskets pop out of the sidewalk here. Knock 'em out before they fire. Pow!



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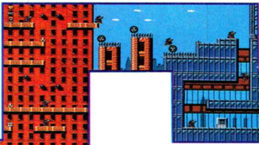
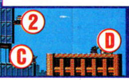
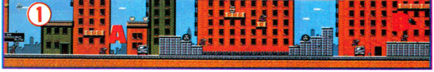




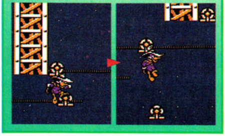


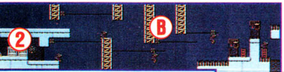
B. DON'T PEEL OUT

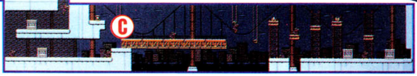
Slipping on a banana peel is the oldest pratfall in the book. Don't resort to this comedy cliche.

B. RIDE THE ROLLERS

The only way to cross this gap is to grab a hold of the pulleys that slide over the cables, then to jump from one pulley to the next. If you're not careful, you'll soon be up close and personal with the St. Canard landscape. Splat!







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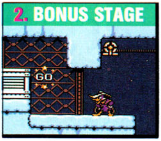
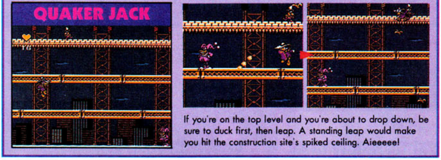


CLEAN UP QUACKER JACK'S ACT

The clown prince of St. Canard is one quick kook. When you leap to his level, Quacker Jack jumps up or down to avoid being blasted. At the same time, Quacker's banana buddy drops peels straight at you. Move quickly and be ready to fire your Gas Gun as soon you as you level with the clown.



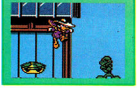
If you're on the top level and you're about to drop down, be sure to duck first, then leap. A standing leap would make you hit the construction site's spiked ceiling. Aieeeee!

C. CAPED CHARACTERS COLLIDE

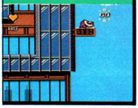
Feathered F.O.W.L. agents with capes toss spikes on this girder. Deflect the spikes with your own cape and counter with the Gas Gun.

C. SHELL SHOCK

Turtles on this landing shed their shells and toss them right at you. Leap and fire!

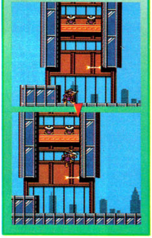


2. BONUS STAGE



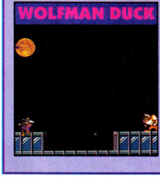
E. DUCK DUO

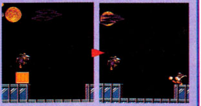
There's a pair of 1-Ups on the top girder. You can get to them by climbing onto Arrow Gas Arrows. Hubba hubba ho!



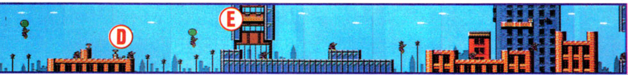
A FULL MOON FRENZY WITH WOLFMAN DUCK

Wolfman Duck goes berserk at the sight of the full Moon. Hit him with as many Gas Gun shots as you can when the Moon is obscured by clouds. Then, after this deranged duck transforms, leap away from his flying crates.





Wolfman Duck throws crates when he's under the influence of the full Moon. Jump over them and get ready to fire when the fiend changes.



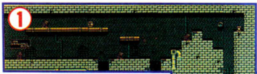
D. UP, UP AND AWAY

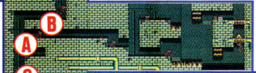
Three quick stomps on the pump will send the balloon into the air. Hold onto it and float over the gaps between buildings.

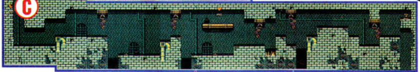
SHUSH

The Underpass

The dark tunnels under the underpass are crawling with dangerous ducks and other F.O.W.L. agents. You're going to have to demonstrate some real daring do in order to get through in one piece, Darkwing. I hear that the Liquidator has his headquarters in a slimy chamber deep in the muck. Put an end to his underground crime spree.

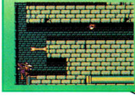




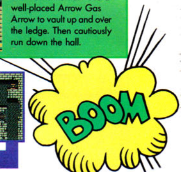


1. BONUS STAGE

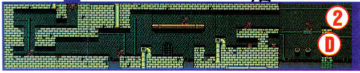
A. ARROW ALLEY OOP



There's a bonus-packed chamber over this ledge and down the hall. Use a well-placed Arrow Gas Arrow to vault up and over the ledge. Then cautiously run down the hall.



FREE FALL!



B. HEAVY HITTERS

Ducks with hammers appear here and hit the ceiling with a mighty thud. Crash! Don't get too close or you'll have a bent beak. You should also avoid the falling rubble.

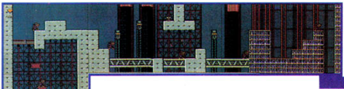
C. DARK DROP

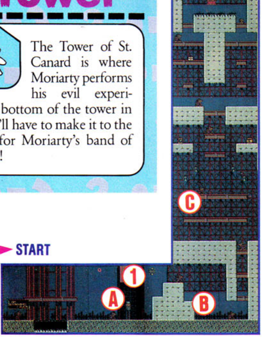
This tunnel is pitch dark. Keep firing to avoid surprise attacks and light your way with the lamps on the ceiling.

SHUSH

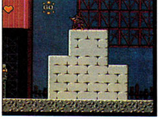
The Tower

The Tower of St. Canard is where Moriarty performs his evil experiments. I can fly you to the bottom of the tower in the Thunderquack, but you'll have to make it to the top on your own. Watch for Moriarty's band of mechanoids. They're mean!

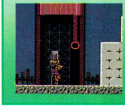




1. BONUS STAGE



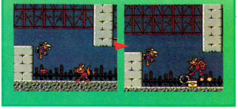
A. RING SWING



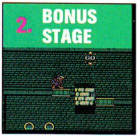
Pull the lever here. A ring on a chain will drop down long enough for you to grab ahold and swing up to the top of the blocking wall. Watch for creeps on the summit!

B. FASTBREAK!

A jerseyed jumper waits here to toss a basketball toward you. Hop over the ball and counter with a load of Gas Gun shots.

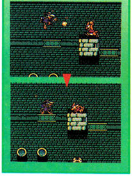


2. BONUS STAGE



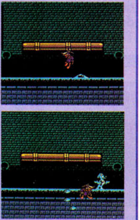
D. BOUNCING BOMBER

A killer kangaroo jumps wildly on a ledge and tosses bombs in this area. Keep your distance and fire!



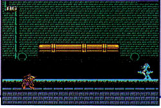
LIQUIDATOR LETS LOOSE HIS BUBBLE BLASTS

The dastardly deviant Liquidator, fires bubbles of gooey gunk from his special slime shooter and runs back and forth along the floor of his chamber. Hang on to the pipe near the bottom and fire when you have a clean shot. Then leap out of the way as the bubbles head for you. You should be able to pound this dog without catching too much slime.

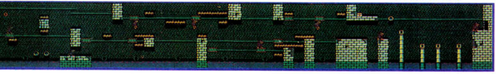


Grab onto the pipe near the bottom of the chamber for a good shot at Liquidator. Then leap from his bubbles.

LIQUIDATOR



LIQUIDATOR



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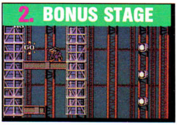
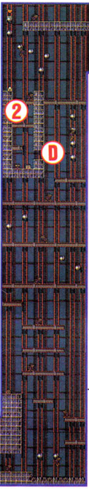
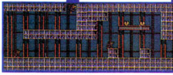
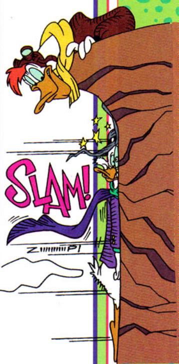






► MORIARTY

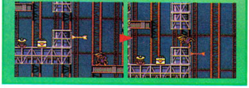


SLAM!
ZIIIIIIP!

FREE FALL! FREE FALL!

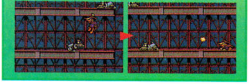
D. ARROW GAS PERCH

You can duck into this out-of-the-way area if you're armed with Arrow Gas. Stick an Arrow on the wall and use it to climb through the hole.



C. ROCK THE ROBODOGS

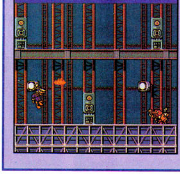
Moriarty's mechanical mutts will take a bite out of your heroic plans if you're not careful. Wait 'til they're heading away from you, then make your move.

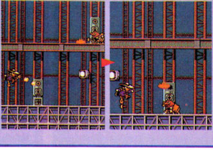


MORIARTY'S LAST STAND

The mad Moriarty controls three flame-throwing machines at the top of the tower. Target your shots on the madman and jump from the flames. Beware! If you put one of the machines out of commission, Moriarty will pound you with his wrench.

MORIARTY



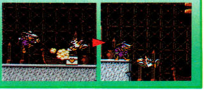


SHUSH The Warehouses

Megavolt and his gang are holed up in the warehouses near the wharf. Some of his henchmen are pretty tricky to top. Approach them with caution and try to hit them before they get a chance to hit you. Good luck, duck. This is going to be a tough battle. I'll just wait outside and watch the Thunderquack.

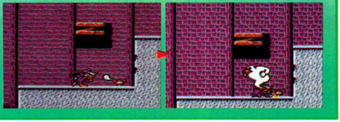
B. SOCK THE SQUIRRELS

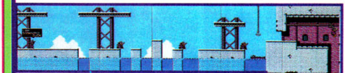
Flying squirrels soar swiftly back and forth in this small area. Hit them hard as soon as you see them and before they have a chance to react.

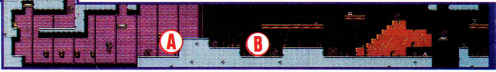


A. GHOST GENIE ATTACK

Vaporous genies appear from the lamps in the warehouse as you approach. Stay low and concentrate your fire on the lamps to exorcise these ghosts.



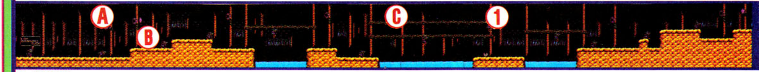




►START

SHUSH The Woods

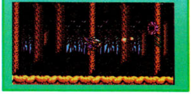
The woods of St. Canard used to be a nice place to visit. But, now that Bushroot is in charge, the place is a mess! You'll find traps in the trees and brainwashed baddies all over the forest floor. Run through the woods quickly and try not to get pegged by creeping critters.



►START

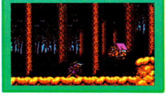
A. FLOWER POWER

Some of the trees in the forest are armed with flowers that attack unsuspecting heroes. Hit them before they fly.



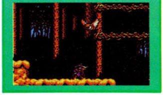
B. BITE BACK

Wily watchdogs patrol the forest floor. If you pelt them with enough Gas Gun shots, they'll back off and stop bothering you.

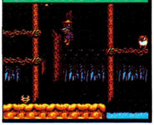


C. FOWL OWLS

The hooting hooligans of the woods fly in horizontal lines. Either knock them down, or wait 'til they pass.

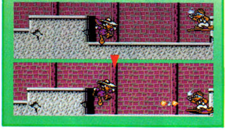


1. BONUS STAGE



C. FIRE ON THE FLIERS

A swarm of carpet-riding ruffians flies through this section of the warehouse. Don't wait for them to show their faces. Just keep firing and try to clear out the area on the run. Careful! When the fliers are moving through walls they're unbeatable!



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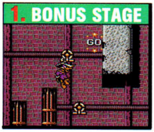
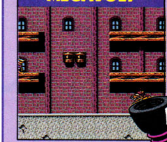
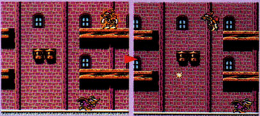


UNPLUG MEGAVOLT

The villain with the electrical plug at the top of his head is the supercharged mongrel, Megavolt. This mangy maniac fires sparks either straight at you or in a high lob that hits your location after a few seconds in the air. Keep moving and blast him when you can.

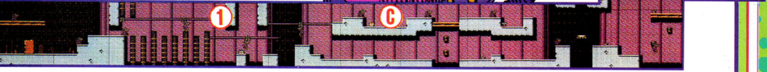
MEGAVOLT





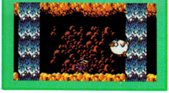
Stay away from Megavolt and his killer sparks. If you avoid contact with this creature, you'll have plenty of chances to plug him with your own Gas Gun shots.

► MEGAVOLT



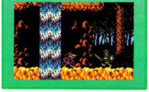
D. PUNCTURED POULTRY

Inflated chickens float through this section of the forest. One hit will send them flying in a frenzy. Another hit will knock them out.



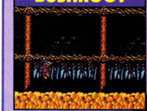
E. MIGHTY MICE

The armored mice may seem unstoppable here. You can blast them if you target their helmets and keep firing.

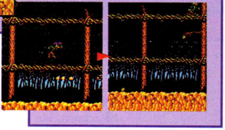


BEAT BUSHROOT

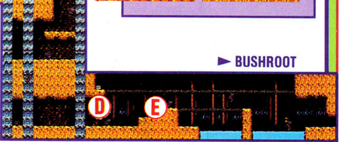
BUSHROOT

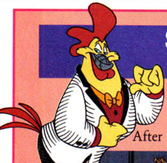


The ruler of the woods, Bushroot, makes the trees do his dirty work. Stay near the center of the screen while you're hitting this monster. Then move away when seed-tossing hands appear from the brush.



► BUSHROOT

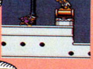




STEELBEAK AWAITS

F.O.W.L.

SINK THIS FIEND'S FLOATING FORTRESS



After you've mopped the floor with the agents of F.O.W.L., you'll be able to go after the big bird himself, Steelbeak. Fly over to Steelbeak's floating fortress and show him a handful of heroic moves.

ST. CANARD IS COUNTING ON **YOU**, DARKWING!

MUTTLEY'S MANIC MANEUVERS

Hanna-Barbera Wacky Races™

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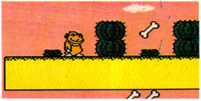
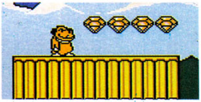
Dastardly's plane crashed while he was chasing a homing pigeon. Muttley (that mangy dog) sets off to rescue him. Atlus Software makes good use of the Hanna-Barbera characters in this well animated item-gathering quest.

POWER-UPS

Muttley will snag tons of scrumptious Bones and valuable Diamonds in every stage of his tumultuous quest.



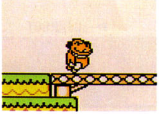
By grabbing Bones, you can select helpful attack items and other useful Power-Ups for Muttley.



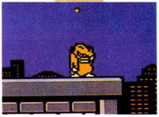
When Muttley collects a grand total of 100 Diamonds, he will receive well-deserved 1-Up Mutt!

LAZY AS A DOG

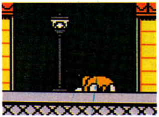
Let's take a brief look at some of Muttley animated actions. He can be a very peculiar canine!



He's not extremely fast, but Muttley's steady trot will move you through the terrain.



If you take too long deciding where to go next, Muttley will start laughing at you. Keep him moving!

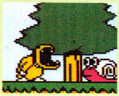


If he remains motionless for 18 seconds, Muttley will fall down and take a nap.

ATTACK MODE

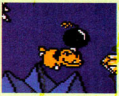
There are many obstacles in Muttley's way as he strives to find the fallen Dastardly. By collecting Bones, Muttley can access several handy items.

BITE



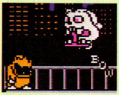
Razor-sharp choppers are standard issue for this hound, but they're only good for close encounters. Use the other attack items if at all possible.

BOMB



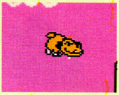
Bombs can be lit and thrown even underwater! This is a great weapon for wiping out enemies from above and below. The bombs are very versatile.

SONIC BARK

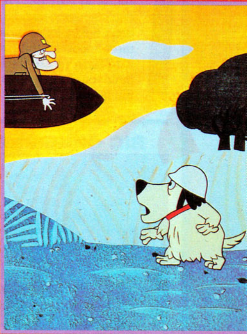


The advantage of using this weapon is its range. A fast "BOW" will zip all the way across the screen. It can only be fired horizontally however.

WINGS

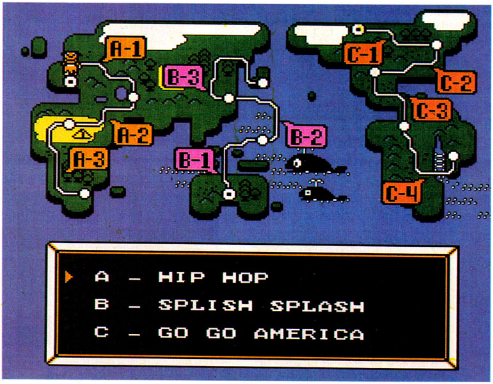


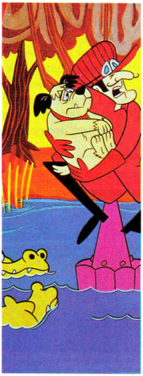
This is an extremely useful item. By jumping and then tapping the A Button, Muttley can jump much longer distances and then float down softly.



COURSE MAP

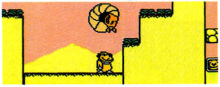
At the beginning of the game, you'll choose between three different courses for Muttley to tackle: Hip Hop, Splish Splash and Go Go America. All three must be completed in order to finish the game. There are a total of ten stages, each with its own Boss. The key is to hit their vehicles with Bombs or Sonic Barks. Each Boss will require about 12-14 hits to be defeated.

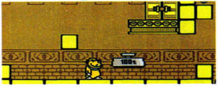




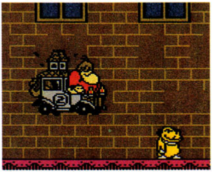
A HIP HOP

Hip Hop is probably the best course to start on. The enemies don't move too fast and the stages don't hold a lot of surprises. The most important thing to do here is to learn to use the items and build your heart level to the maximum—six full hearts.



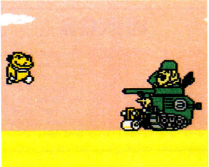


BIG GRUESOME



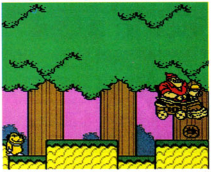
This contraption looks a lot like the Addams Family rig. Watch out for the balls it hurls at you.

SERGEANT BLAST



Keep tapping on the A Button so Muttley doesn't sink into the churning sand. Fire constantly.

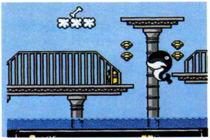
RUFFUS RUFFCUT



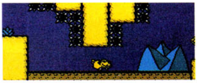
Duck down and launch bombs in the lower areas and let Ruffus and his logger-mobile pass over you.

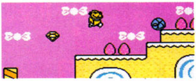
B SPLISH SPLASH

The engine in Dastardly's Mean Machine has conked out so Muttley, grumbling all the while, must search for a new engine in the lands and waters of Splish Splash. He probably won't find an engine here, but he may dig up a sail. The second section of Splish Splash is all underwater. Of course, Muttley is an expert dog-paddler!

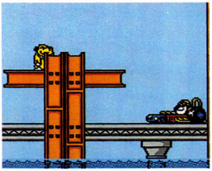


Several angry whales will try to sink the mighty Muttley in the frigid waters of Splish Splash.



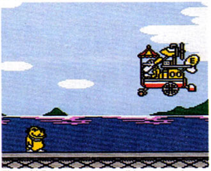


PETER PERFECT



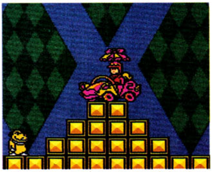
Peter won't think he's so perfect after Muttley puts a permanent stop to his speedy racer.

PROF. PAT PENDING

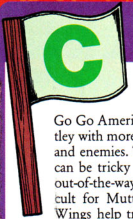


This odd flying contraption will be waiting for Muttley when he surfaces from the watery depths.

PENELOPE PITSTOP

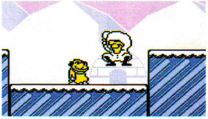


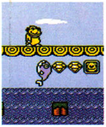
Miss Pitstop certainly is pretty in pink, but she's definitely not invincible to Muttley's heroics.



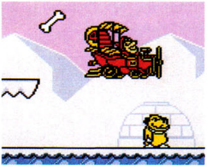
GO GO AMERICA

Longer than the other courses, Go Go America challenges Muttley with more interesting terrain and enemies. The polar ice stage can be tricky in some areas and out-of-the-way items can be difficult for Muttley to reach. The Wings help tremendously!

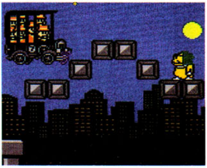

Indestructible boulders will block Muttley's motion. Run back and jump them when you have room.



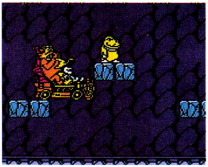
THE RED MAX


The devilish Boss of the ice field can only be stopped with precise attack timing and jumping.

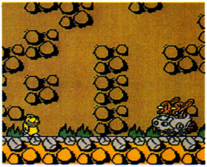
ANT HILL MOB


The seven mobsters packed into this old car will try their best to derail the determined Muttley.

LAZY LUKE

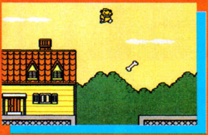

This guy is well-named—he's too lazy to figure out a good pattern of attack. He's easy to beat!

THE SLAG BROTHERS


These guys should be named the Captain Caveman twins. They have three effective methods of attack.

LONG LEAPS

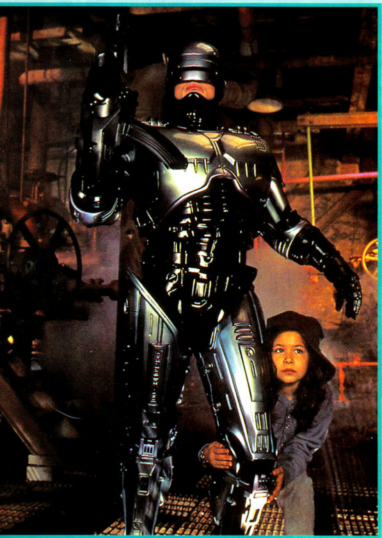
Muttley will certainly have his jumping skills tested on this quest. Remember, it is extremely important to have the Wings. Not only do they allow Muttley to fly farther, they buy him time in the air as well.



WATCH, DOG!

Not all enemies will pass Muttley by. Some will turn and give chase. The pink cats are especially pesky. Watch for patterns in the movements of the enemies and bosses; they each have a specific pattern of motion.

ROBOCOP 3™



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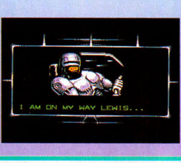
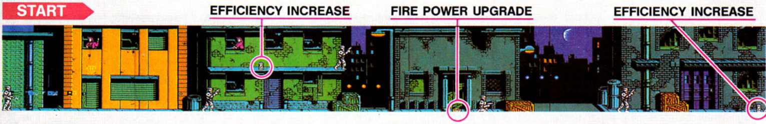
Protect the innocent. Uphold the public trust. Obey the law. RoboCop, the Future of Law Enforcement, means what he says. RoboCop's newest NES adventure has him doing what he does best: clearing the streets of scum and criminals. New Detroit has been overrun by members of the criminal Splatterpunk gang. He must rescue his kidnapped colleagues and then fight his way to the top of the Kanemitsu Tower to discover a secret locked in their computer. What is the secret? If we told you, it wouldn't be secret!

VOICE ANALYSIS:
OFFICER LEWIS, ANNE

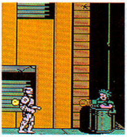


I AM ON MY WAY LEWIS...

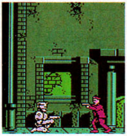
STAGE 1



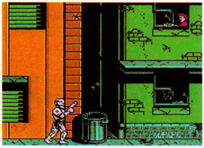
RoboCop's first mission sends him to Cadillac Heights, at dusk of all times! He's there to rescue his partner, Officer Lewis, from the clutches of the Splatterpunk. But we all know that night is when creeps crawl out of their hiding places. No sooner does he arrive than RoboCop is ambushed by an army of thugs. Come and get it, scum!



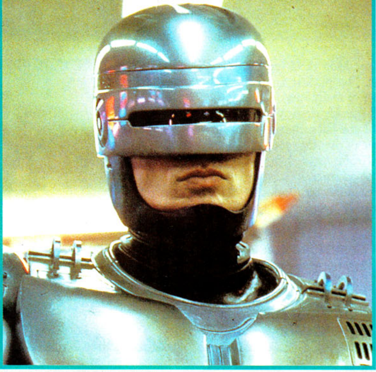
There's human trash in the cans. Keep your head down and fire when you have an opening.



RoboCop is a big target. Stay low to avoid much of the enemy's fire.



RoboCop can aim his weapon in six directions. Use diagonal fire to pick off hidden enemies.



POWER UP ITEMS

Kneel next to these Power-Up items to collect them. They will greatly increase your crime-fighting firepower. Fire Power Upgrades automatically affect your fire. Press Select to choose a more powerful missile weapon.

EFFICIENCY INCREASE

MISSILE UPGRADE

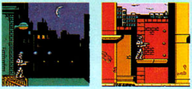
FIRE POWER UPGRADE

MAXIMUM FUEL

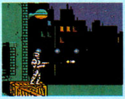
REPAIR ITEM

CRIME BUSTING ARSENAL

As RoboCop collects Power-Up items, his weaponry will become more powerful. RoboCop begins his mission with a single shot pistol. He then progresses to rapid fire, missiles, homing missiles and finally the powerful bomb. Against the constant onslaught, he'll need all the help he can get!

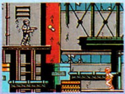


RoboCop's gun has three power levels: single shot, rapid fire, and 3-way.



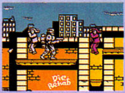
MISSILE

RoboCop acquires the missile in the second stage. This allows him to defeat enemies with fewer shots.



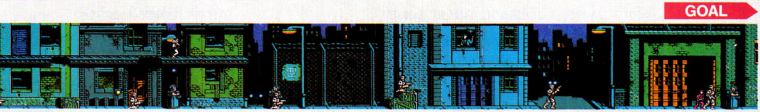
HOMING MISSILE

This awesome weapon homes in even on enemies who have taken cover from RoboCop's assault.



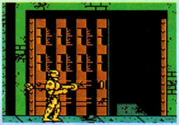
SMART BOMB

The maximum missile Power-Up gives you a smart bomb that blows away all the enemies on the screen.

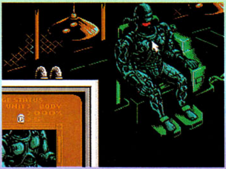


REPAIR LABORATORY

After each stage, RoboCop can go to the Repair Laboratory to repair damage to his head, body, arm and leg units. If not repaired, these units may malfunction during combat, causing RoboCop to behave unpredictably. Distribute your points to the head first, then the others as you have Power-Ups left.

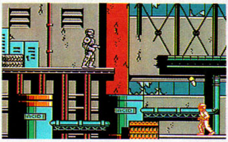


Efficiency is RoboCop's life meter, but damage to his body parts causes annoying malfunctions.

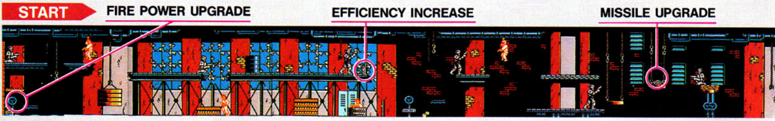


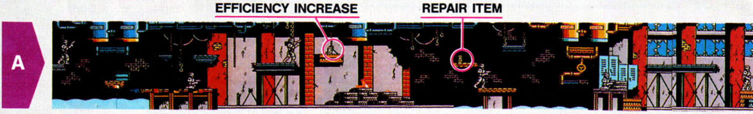
STAGE 2

The abandoned Rocket Motors factory is RoboCop's next target. This place is dangerous due to the presence of many vats of corrosive acid. These will quickly destroy even RoboCop's armor, so if you fall in, jump out fast! Also, at the middle of the stage you will encounter a powerful robo-ninja that you must defeat in order to advance. Your missiles are useless against it, so jump, dodge and fire with your regular pistol.



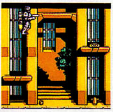
Be sure to get the Missile Upgrade in this stage. It will give you homing missiles.


START
FIRE POWER UPGRADE
EFFICIENCY INCREASE
MISSILE UPGRADE

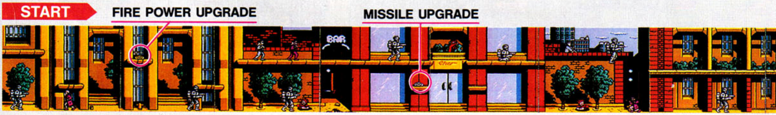

A
EFFICIENCY INCREASE
REPAIR ITEM

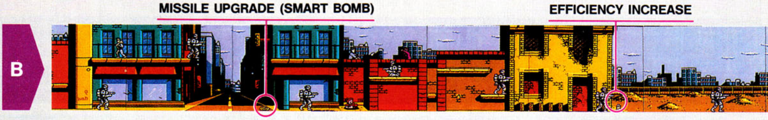
STAGE 3

Using a rocket Jet Pak captured from the Rocket Motors factory in Stage 2, RoboCop begins an aerial assault in Stage 3. It's back to Cadillac Heights for an encounter with the Splatterpunk's Super Tank! As you advance towards it, the tank will fire shells at you. Incoming!



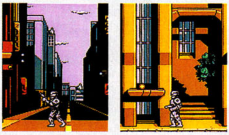
The B Button activates your Jet Pak and lets you jump as high as you want. Use your fuel sparingly.


START
FIRE POWER UPGRADE
MISSILE UPGRADE
BAR

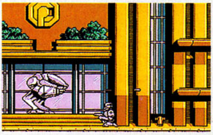

B
MISSILE UPGRADE (SMART BOMB)
EFFICIENCY INCREASE

STAGE 4

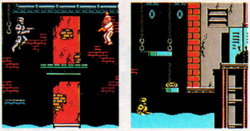
After the battle with the Super Tank, the fuel in your rocket pak is depleted. You'll have to walk back to the OCP Tower to take on McDaggett! Rather than shells, this time you'll have to watch out for time bomb booby traps!



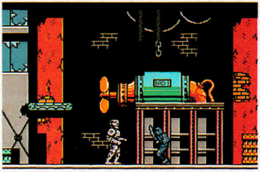
The crooks have planted time bombs along your path. Shoot them before they explode with the 3-Way gun, or avoid their explosive fragments.



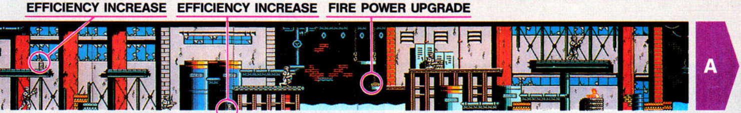
ED-209 guards the entrance to the OCP Tower. Stand on the lower platform, duck and fire missiles into it for a quick victory.

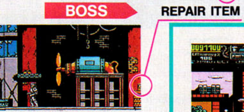


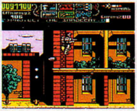
Stand on the very edge of the platforms before attempting to jump over the acid. If you fall in, get out quick!

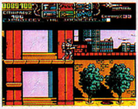


The robo-ninja you met earlier in this stage is back for more! Give it to him like you did before.

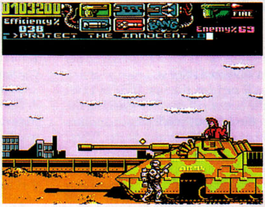

EFFICIENCY INCREASE
EFFICIENCY INCREASE
FIRE POWER UPGRADE
A


BOSS
REPAIR ITEM

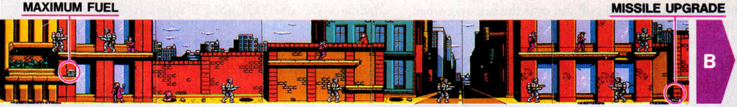


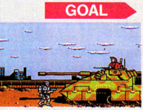


A muzzle flash will light up the screen just before the shell from the Super Tank appears. They're not too difficult to avoid.


0103200
FIRE
Efficiency%
038
Enemy% 63
>PROTECT THE INNOCENT.

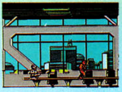
Take out the tank's crew with homing missiles. Then, seek relative safety in the bottom right portion of the screen. Face left, duck and fire at the advancing creeps.


MAXIMUM FUEL
MISSILE UPGRADE
B

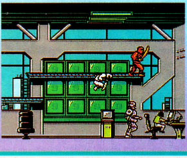


THE FINAL CONFLICT

At the top of the OCP Tower, you must use your access spike to gain entry to the Kanemitsu computer, which contains information vital to your safety. This isn't as easy as using a cash machine, what with two indestructible robo-ninjas harassing you. Avoid the ninjas and stand near the terminal under the TV screens. For each second you stand by the terminal, you will enter another digit in the computer. When you have entered 12 digits, you will activate the Otomo destruct system and win the game!



Lure the ninjas away from the terminal, then go back for the computer.



Stand near the terminal to enter the passcode.

CLASSIFIED INFORMATION

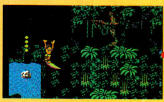
NINTENDO
TOP SECRET
POWER

THRILLA'S SURFARI

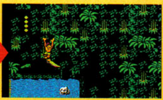
From Agent #435

Secret Warp

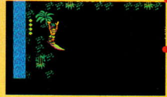
By showing off some awesome aerial acrobatics early in the game, you can warp to an advanced stage and earn a total of nine lives in reserve. You'll surf for the first time in Level 1-3. When you drop to the bottom of the first waterfall, the current will pull you to the left but you'll notice another waterfall to the right. That fall leads to the Secret Warp. When you're about to take the first plunge, gather up as much speed as you can and leap to the right, off the side of the waterfall that is closest to the top of the screen. Then continue to move away from the waterfall in the air. You'll land close to the edge of the second waterfall. If you're close enough, the current will pull you over the side and, when you hit bottom, you'll warp to Level 3-1 with five full units of energy and nine lives.



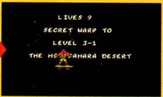
Hit the edge of the first waterfall at full speed while favoring the top side.



Keep moving to the right in the air and aim for the second waterfall.

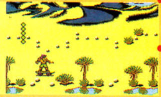


When you take the second plunge, you'll head for points unknown.

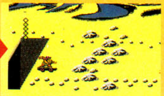


LIVES 9
SECRET WARP TO
LEVEL 3-1
THE H[illegible]SAHARA DESERT

The drop leads you to a Secret Warp which allows you nine lives in reserve.



Roll through Level 3-1 with five full units of energy.



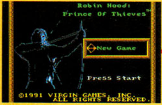
The extra energy and lives will come in handy in this advanced stage.

Robin Hood
Prince of Thieves

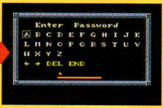
From Agent #712

Password Placement

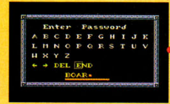
Robin Hood fans rejoice! Our agents have found a hidden password feature which will allow you to skip to advanced areas in the game. When the title screen appears, press the A Button eight times and the B Button eight times. A password entry screen will appear. The passwords are key words that describe scenes in the game. Each password is eight characters long or shorter, so some of the location names are abbreviated. The password "CATACOMB" takes you to the dark catacombs outside of the Arabian prison which Robin escapes from at the beginning of the game. The password "WALL" allows you to skip to the area near Hadrian's Wall. Use "LOCKSLEY" to go directly to the area outside Locksley Castle. "DUBOIS" brings you to Dubois Manor where you'll find Marion for the first time. Enter "CHASE" and you'll skip to the race by horse to Sherwood Forest. By entering "CATHEDRA" as your password, you'll skip to the episode involving the evil Baron and the kidnapping of a maiden. Use "BOAR" for your password and you'll go to the Cave of the Boar. There are other passwords which our agents will continue to search for. Look for them in a future issue.



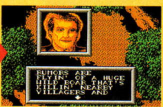
When the title screen appears, press A eight times and B eight times.



You'll be invited to enter a key word describing one of the game's locations.



The password "BOAR", for example, stands for the Cave of the Boar.



RUMORS ARE
FLYIN' OF A HUGE
WILD BOAR THAT'S
KILLIN' NEARBY
VILLAGERS AND

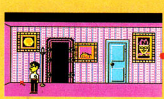
By using the password, you can skip to the area in the game that it describes.

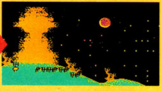
Maniac Mansion

From Agent #415

Rock The House

If you've had it with Dr. Fred and his whole wacky mansion, you can blow the entire house into smithereens in one easy step. The steel security door at the top of the steps leads to a hallway. Enter this hallway and investigate the wall just to the left end of the security door. You'll find a keypad near the left wall. "USE" the keypad four times and you'll trigger an explosion that will make the mansion go up in flames. This is no way to win the game, but it's a quick and easy way to see it end.


Search for the keypad near the left wall of this hallway.

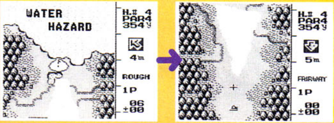

Choose to "USE" the keypad four times for an awesome explosion.

Ultra Golf

From Agent #444

Take It Back

One or two bad holes in an otherwise excellent round of Ultra Golf could ruin your entire score. Our agents have discovered a way to erase those occasional mistakes and re-do the problem holes. As soon as you've made a mistake that you'd like to erase, just turn off the power to the Game Boy and turn it on again. When you restart your game, you'll begin with the tee shot for the last hole, giving you a second chance to come in under par.



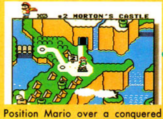
If you've made a mistake that you want to erase, reset the game by turning off the Game Boy power and turning it back on again. Then restart the hole and try a different approach.

Super Mario World

From Agent #414

Castle Comeback

While you can enter and re-enter most of the courses of Mario's greatest adventure, it seems that once the Koopa Kid Castles have been brought down there's no going back to them. If you place your character on the Castle rubble, though, and press the L and R Buttons at the same time, you'll re-enter the Castle as though it had never been destroyed.



Position Mario over a conquered Castle and press L and R simultaneously.

You'll work your way through the rubble and re-enter the Castle course.

Super Off Road

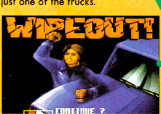
From Agent #042

In The Money

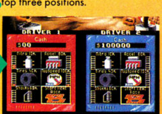
In order to advance through the series of Super Off-Road races, you've got to finish in the top three. The sure way to do that is to start a two-player game and control just one of the trucks. Since Player Two's truck will sit idle at the starting line and only two computer-controlled trucks will race, you'll be a guaranteed winner!

Start a two-player game and control just one of the trucks.

You'll be sure to finish in one of the top three positions.



Press Start on Controller II to continue Player Two's game.



Buy truck improvements and move on to the next race.

CLASSIFIED INFORMATION

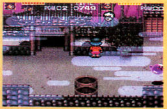
THE LEGEND OF THE MYSTICAL NINJA

FROM AGENT #305

Hidden Items

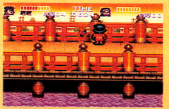
You'll find four one-of-a-kind hidden items in the first three stages of this long and involving adventure. Each of them will earn you $100 when you collect them. Just hit the area indicated in the following photos and earn big bucks.

ZONE ONE



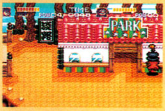
Hit the wall just right of the Horo Temple entrance to make this $100 head appear.

ZONE TWO



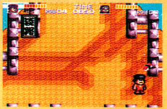
Hit the far side of the bridge where indicated to make another special gift appear.

ZONE THREE START



Hit the right side of the Amusement Park entrance for a $100 lollipop.

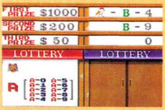
ZONE THREE END



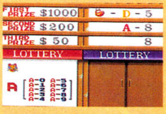
By taking a swipe at the right side of this bridge, you can earn a pricey piece of sushi.

Lottery Luck

The lottery huts located throughout the land of the Mystical Ninja offer prizes of $50, $200 and $1,000 with a $100 dollar fee to enter the drawing. Our agents have discovered a way to win at least the smallest prize every time that you play, with a possibility of winning a larger prize. During the drawing, press the B Button quickly and repeatedly. You'll be rewarded with, at the very least, a $50 prize which is half of your initial investment. If you start with a big bankroll and wait out the small wins, you'll eventually hit pay dirt.



Press B quickly and repeatedly after you pay your entry fee. You'll win at least half of your money back.



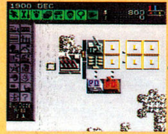
If you keep trying, you'll eventually win a big cash prize.

SimCity

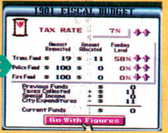
FROM AGENT #227

Grow With The Figures

Your city's money problems are over! Agent #227 has discovered a way to send your city bank account into the stratosphere. The first step is to spend all of your cash before the end of the year. The city's account will have to be completely empty, and at least some of the money will have to be spent on something that requires funding. When the tax screen appears at year's end, press and hold the L Button. Then, while you're still holding the L Button, go back to the main game and access the tax screen again. You'll notice the message "Go With The Figures" has changed to "Gro With The Figures". Raise all of your funding levels to 100% and exit the screen. When you release the L Button and your citizens attempt to spend any money, your account will rise to an amazing $999,999! That'll be enough dough to build your dream city or win any of the city scenarios.



Clean out your city's funds and wait 'till the end of the year.



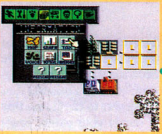
1901 FISCAL BUDGET

TAX RATE 7%

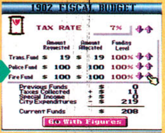
	Amount Requested	Amount Allocated	Funding Level
Trans. Fund	$ 19	$ 11	58%
Police Fund	$ 100	$ 0	0%
Fire Fund	$ 100	$ 0	0%

Previous Funds	$	0
Taxes Collected	+ $	11
Special Income	+ $	0
City Expenditures	− $	11
Current Funds	$	0

Press and hold L immediately and exit the tax screen.



While still holding L, access the tax screen again.



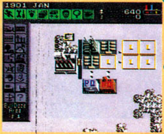
1902 FISCAL BUDGET

TAX RATE 7%

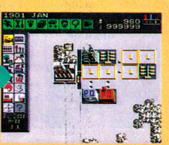
	Amount Requested	Amount Allocated	Funding Level
Trans. Fund	$ 19	$ 19	100%
Police Fund	$ 100	$ 100	100%
Fire Fund	$ 100	$ 100	100%

Previous Funds	$	0
Taxes Collected	+ $	11
Special Income	+ $	0
City Expenditures	− $	219
Current Funds	$	208

Raise the funding levels to 100% and "Gro" with the figures.



Release L and wait for the citizens to test the limits of your budget.



You'll have a grand total of $999,999 to spend on your city!

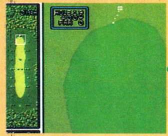
CLASSIFIED INFORMATION

HAL'S HOLE IN ONE golf

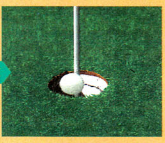
From Agent #621

Hidden Hole

The Practice Mode of this Super NES golfer includes a 19th hole which doesn't actually feature a hole, or a green for that matter. You can still sink the shot when you get to the end of the fairway. Hit the ball off the screen in the direction that the game automatically aims and, if the distance is right, you'll see a close-up of the ball dropping into a hole!



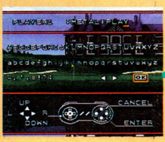
Let the game do the aiming and lightly hit the ball off the screen.



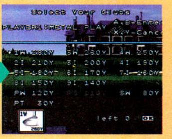
If your shot is just right, you'll celebrate with a ball-in-the-hole close-up.

Cool Clubs

The top pros in golf use customized clubs that give them good distance and accurate shots. If you want to use the clubs that the computer-controlled pro HAL uses, just enter "METAL*PLAY" as your name at the beginning of your match. The set of metal clubs that you receive will be guaranteed to send the ball sailing super long distances.


PLAYER1 :METAL*PLAY
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
-.',&!?:
OK
UP
L
R
DOWN
CANCEL
ENTER

Use "METAL*PLAY" as your name when you register.


Select Your Clubs
PLAYER1 :METAL PLAY
A,B-Enter
X,Y-Cance
1W 280Y
3W 260Y
4W 250Y
2I 210Y
3I 200Y
4I 190Y
5I 180Y
6I 170Y
7I 160Y
8I 150Y
9I 140Y
PW 120Y
SW 80Y
PT 30Y
1W
280Y
left 0
OK

You'll receive long distance metal clubs.

The Addams Family

From Agent #116

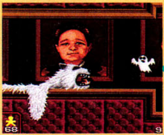
Snap Along

The classic Addams Family theme opens this Super NES thriller, complete with the sound of snapping fingers. During the music you can trigger the finger snaps by pressing the L and R Buttons. Either snap along with the other snapping fingers or create your own snapping solo!

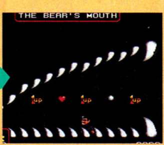
Hit L and R to snap along with Thing.

Hidden 1-Ups

Life in the Addams Family's house is no picnic. You'll encounter dozens of creepy, kooky and ooky creatures that are dead set on keeping you from saving your loved ones. For that reason, 1-Ups should be highly sought after items. Like so many other passages in the house, the course that begins with the Portrait Gallery is long and challenging. Our agents have discovered, though, that deep in the course there are a three 1-Ups, a Heart and a Baseball hidden out of sight. When you reach the Lower Gallery, you'll find a bear rug that, unlike the others, doesn't produce small bears. If you crawl into the mouth of this bear, you'll be able to collect these elusive items.



Make your way to the Lower Gallery and look for the bear rug that doesn't produce small bears.


THE BEAR'S MOUTH
1up
1up
1up

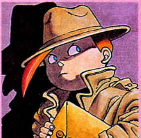
When you enter the Bear's Mouth, you'll find several special items.

WANTED: SPECIAL AGENTS

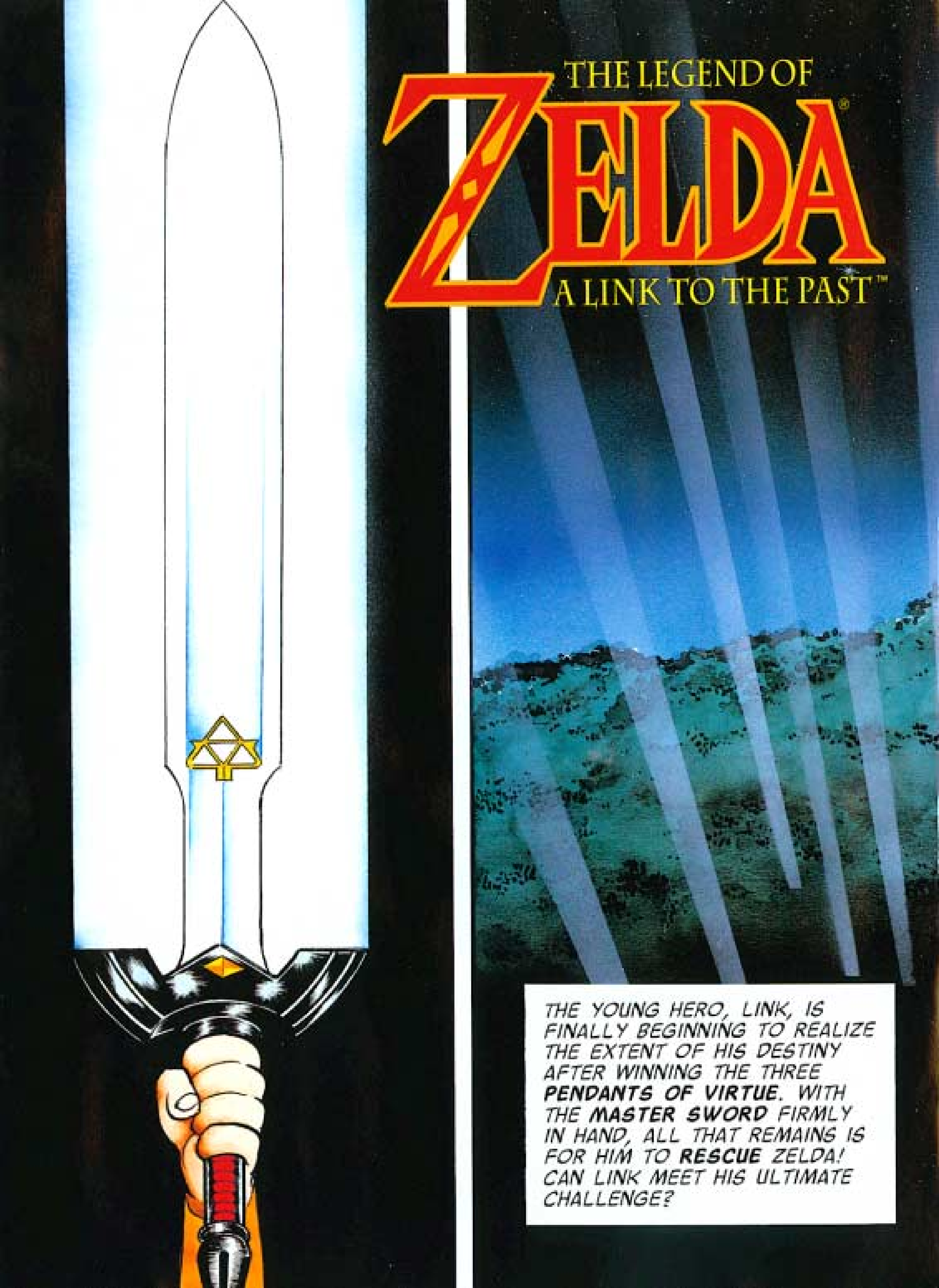
A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



THE LEGEND OF ZELDA®
A LINK TO THE PAST™

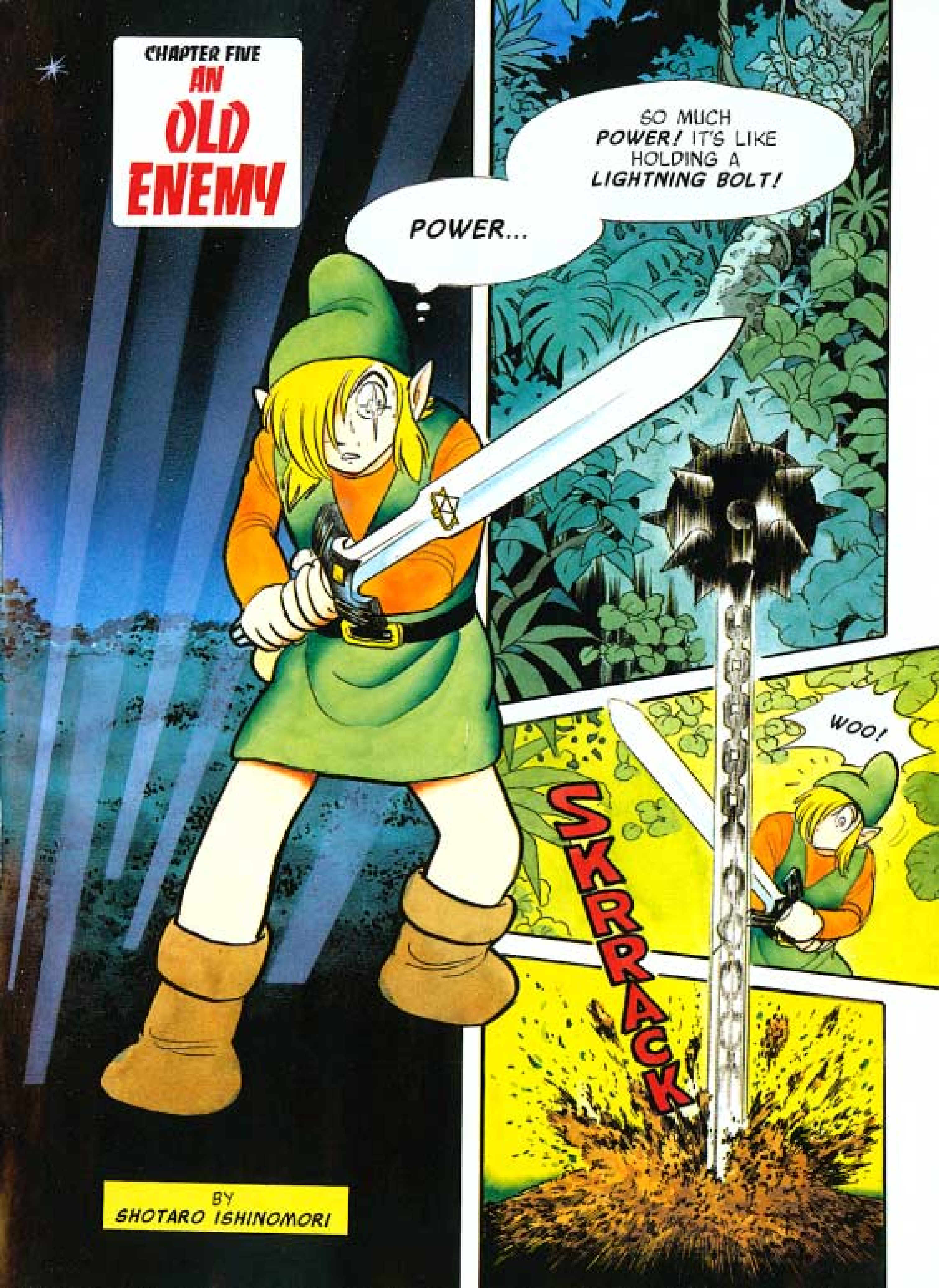

THE YOUNG HERO, LINK, IS FINALLY BEGINNING TO REALIZE THE EXTENT OF HIS DESTINY AFTER WINNING THE THREE **PENDANTS OF VIRTUE**. WITH THE **MASTER SWORD** FIRMLY IN HAND, ALL THAT REMAINS IS FOR HIM TO **RESCUE** ZELDA! CAN LINK MEET HIS ULTIMATE CHALLENGE?

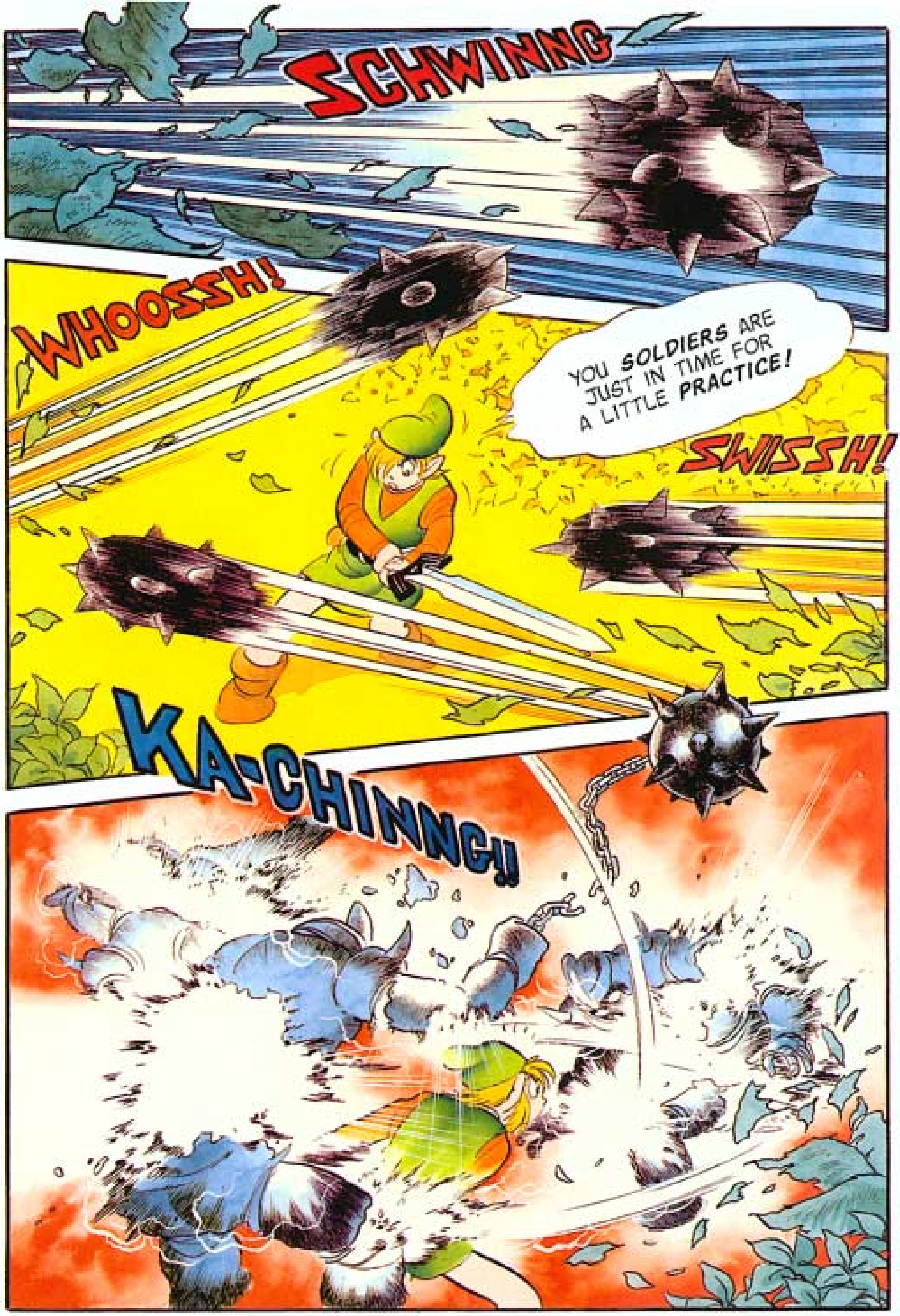
CHAPTER FIVE

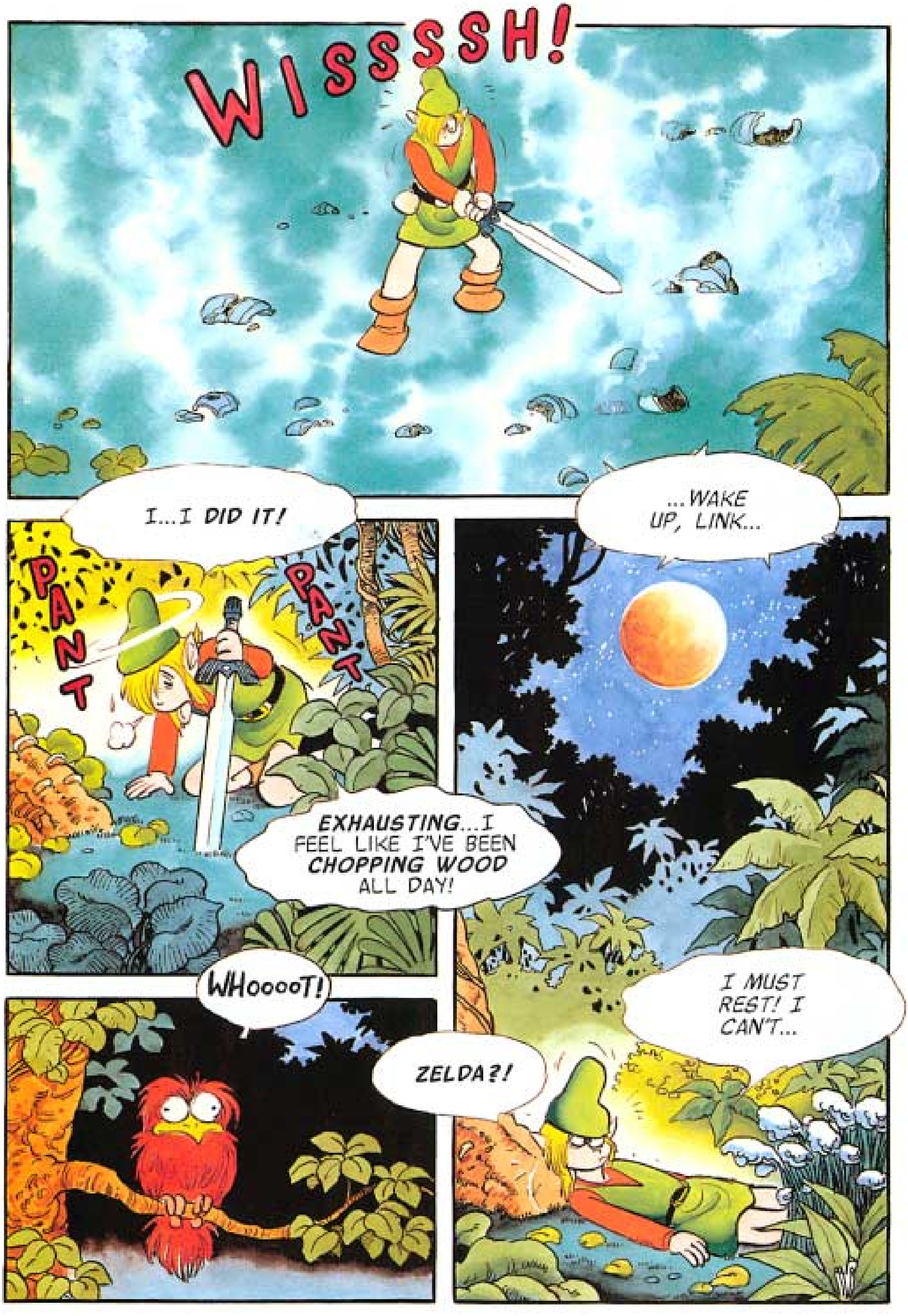
AN OLD ENEMY

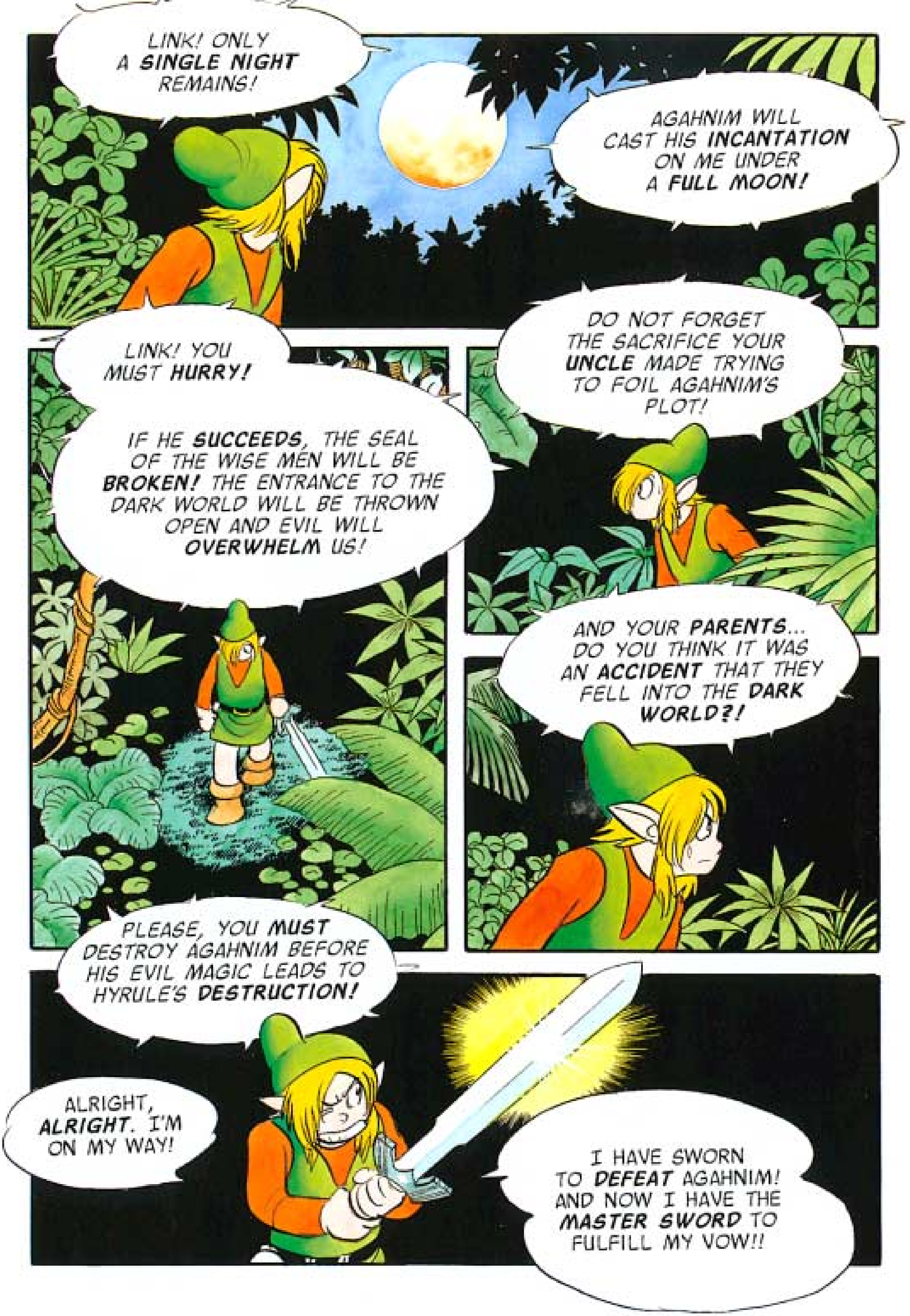
BY

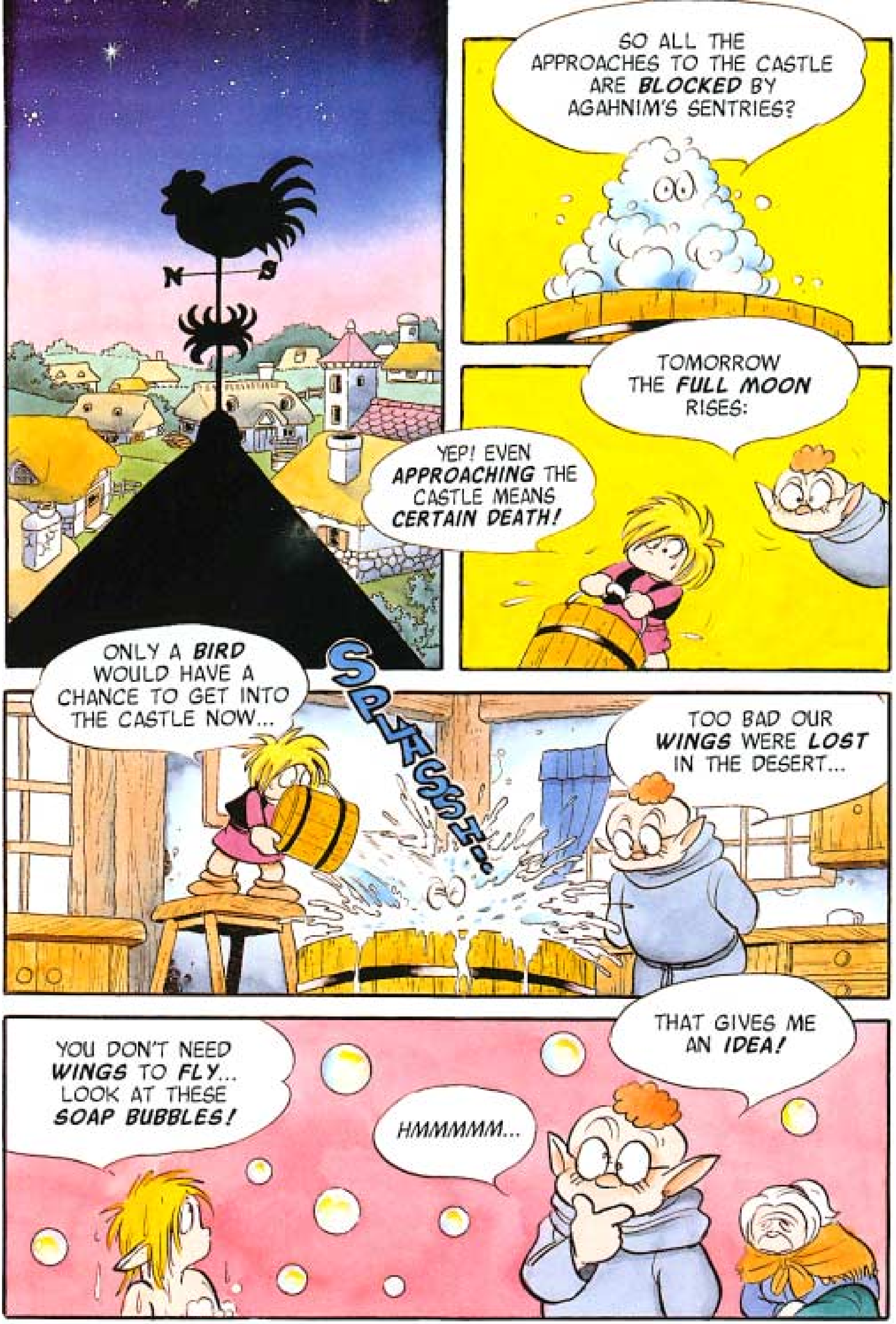
SHOTARO ISHINOMORI

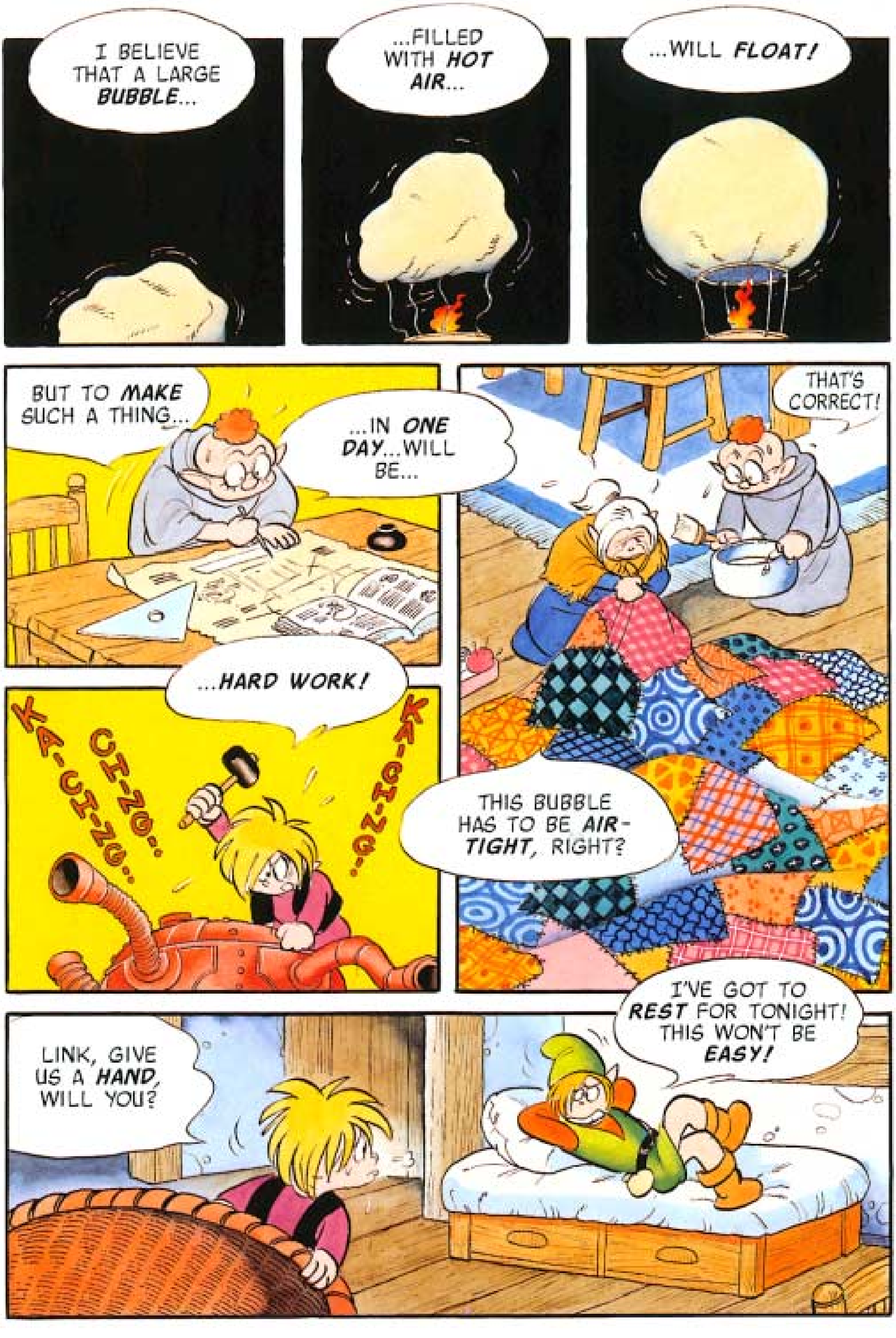

POWER...
SO MUCH POWER! IT'S LIKE HOLDING A LIGHTNING BOLT!
WOO!
SKRRACK

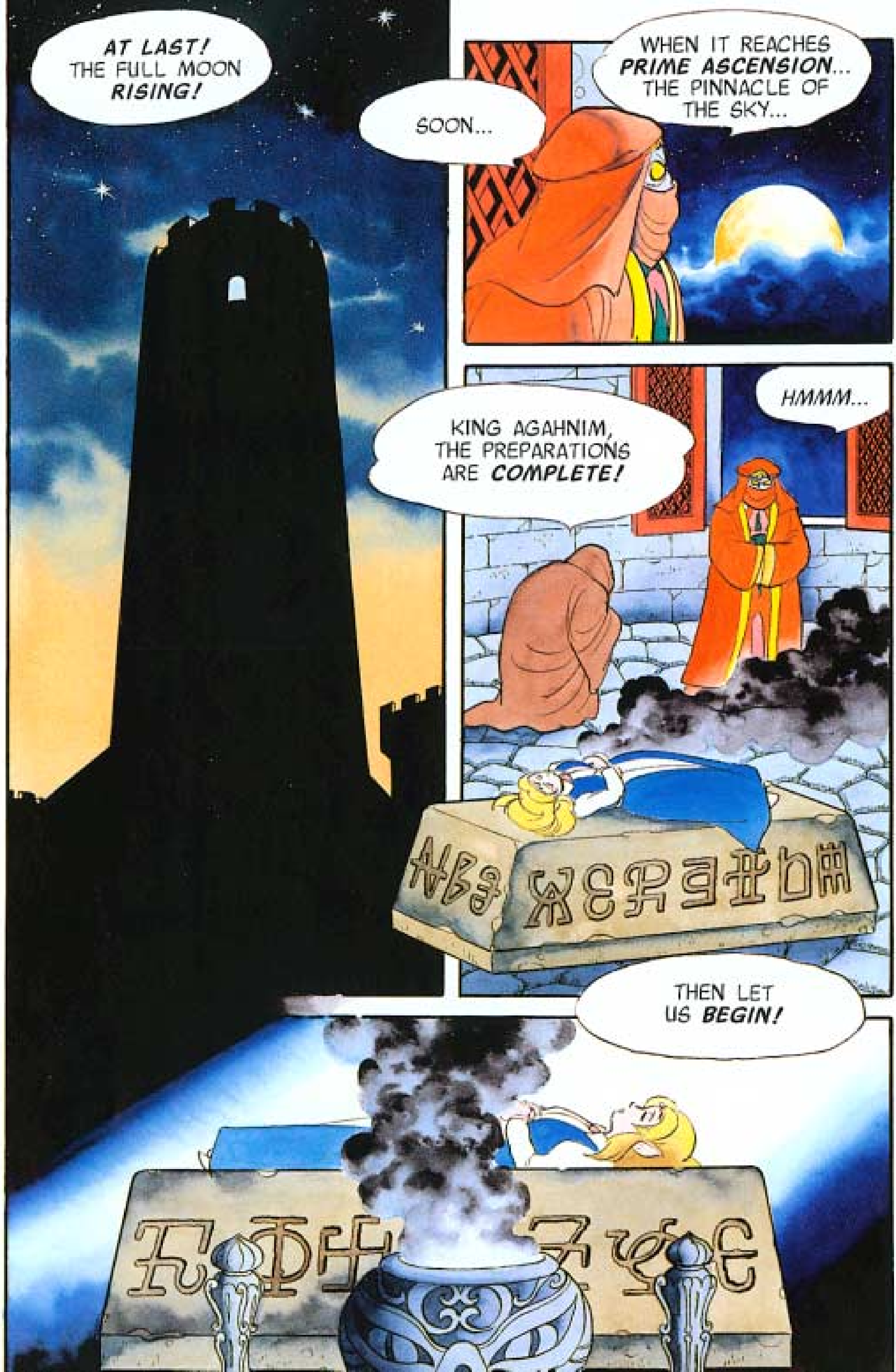

SCHWINNG
WHOOSSH!
YOU SOLDIERS ARE JUST IN TIME FOR A LITTLE PRACTICE!
SWISSH!
KA-CHINNG!!

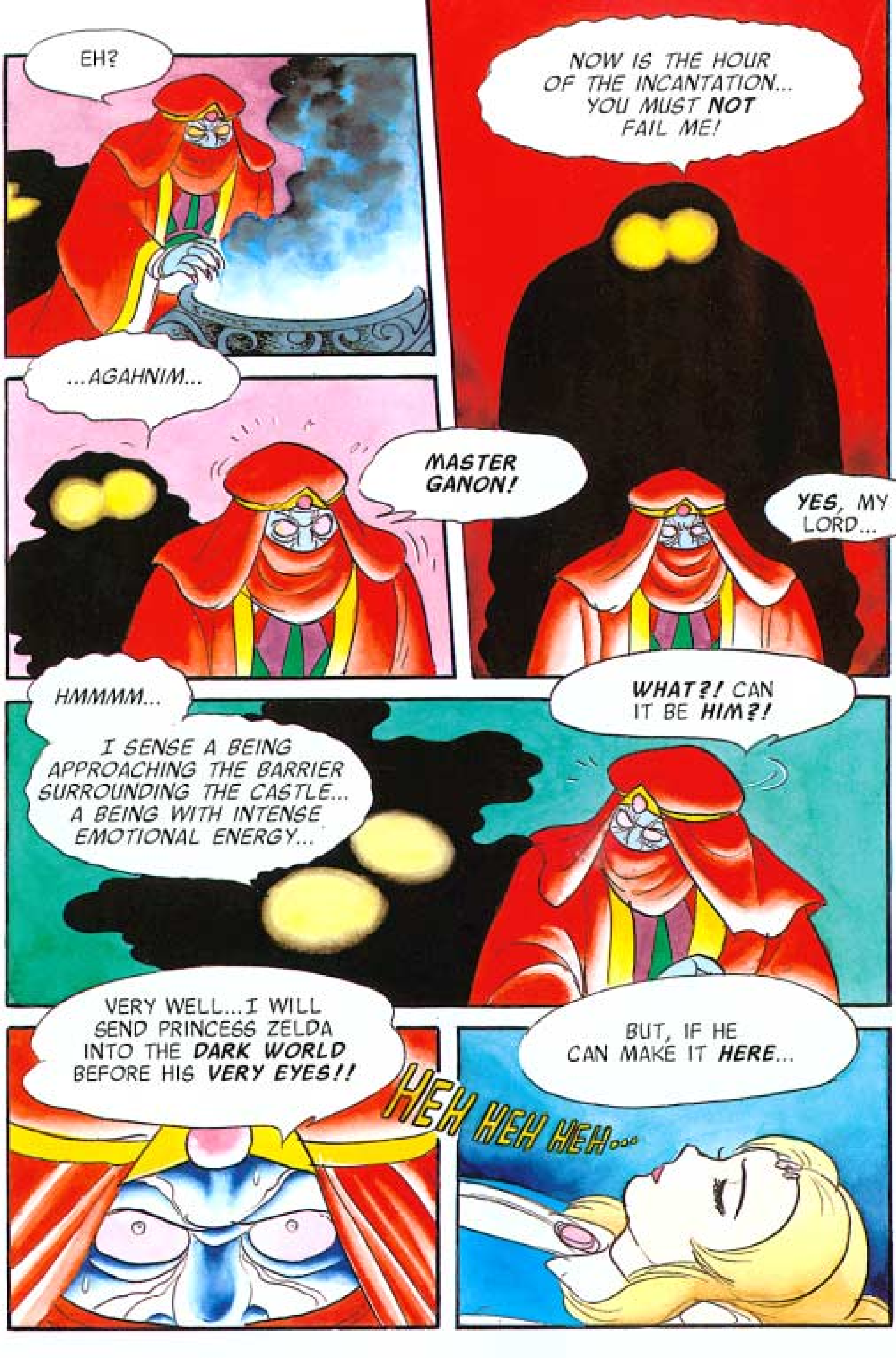

WISSSSH!
I...I DID IT!
PANT
PANT
EXHAUSTING...I FEEL LIKE I'VE BEEN CHOPPING WOOD ALL DAY!
...WAKE UP, LINK...
WHOoooT!
I MUST REST! I CAN'T...
ZELDA?!

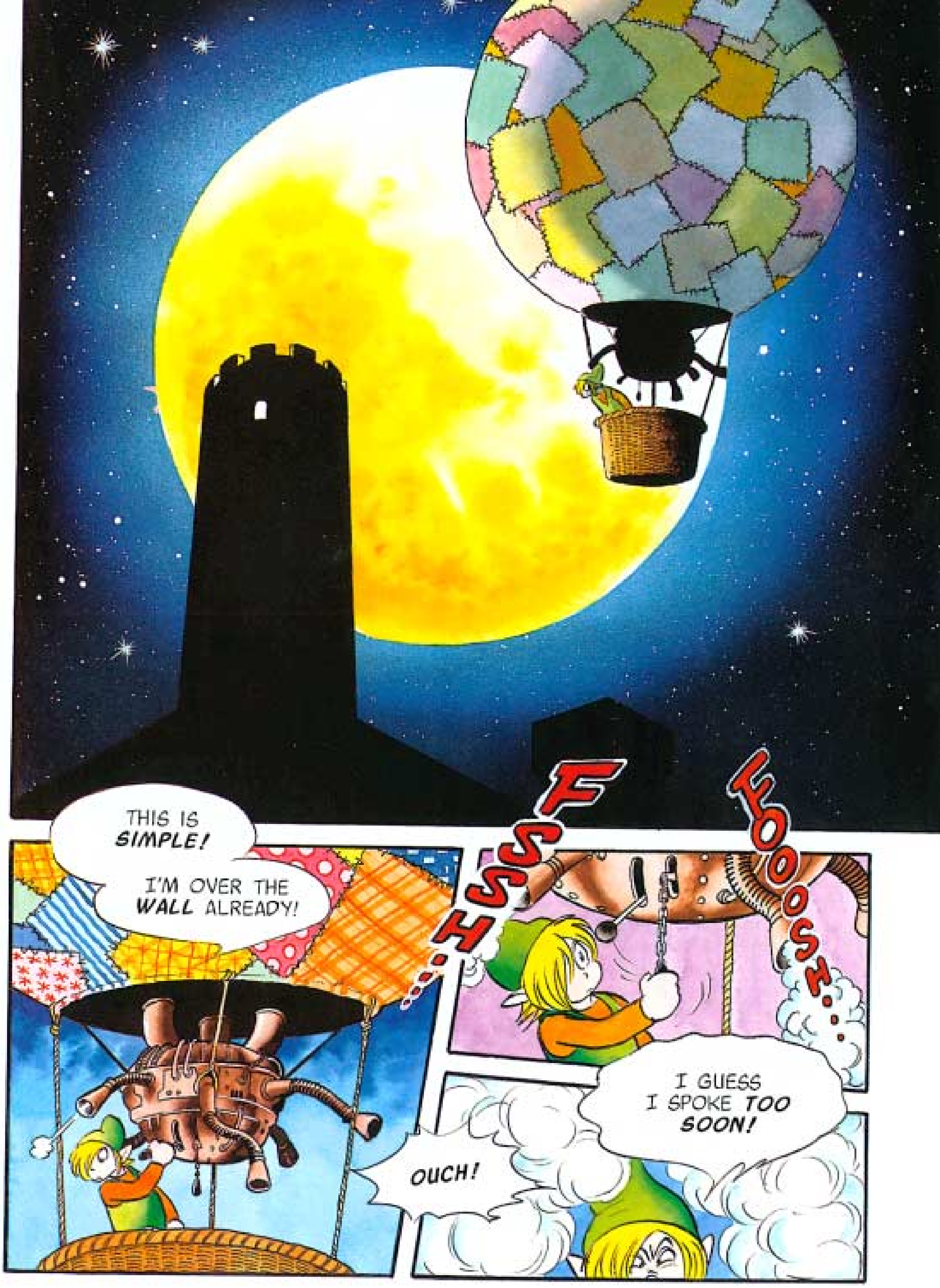

LINK! ONLY A SINGLE NIGHT REMAINS!
AGAHNIM WILL CAST HIS INCANTATION ON ME UNDER A FULL MOON!
LINK! YOU MUST HURRY!
IF HE SUCCEEDS, THE SEAL OF THE WISE MEN WILL BE BROKEN! THE ENTRANCE TO THE DARK WORLD WILL BE THROWN OPEN AND EVIL WILL OVERWHELM US!
DO NOT FORGET THE SACRIFICE YOUR UNCLE MADE TRYING TO FOIL AGAHNIM'S PLOT!
AND YOUR PARENTS... DO YOU THINK IT WAS AN ACCIDENT THAT THEY FELL INTO THE DARK WORLD?!
PLEASE, YOU MUST DESTROY AGAHNIM BEFORE HIS EVIL MAGIC LEADS TO HYRULE'S DESTRUCTION!
ALRIGHT, ALRIGHT. I'M ON MY WAY!
I HAVE SWORN TO DEFEAT AGAHNIM! AND NOW I HAVE THE MASTER SWORD TO FULFILL MY VOW!!

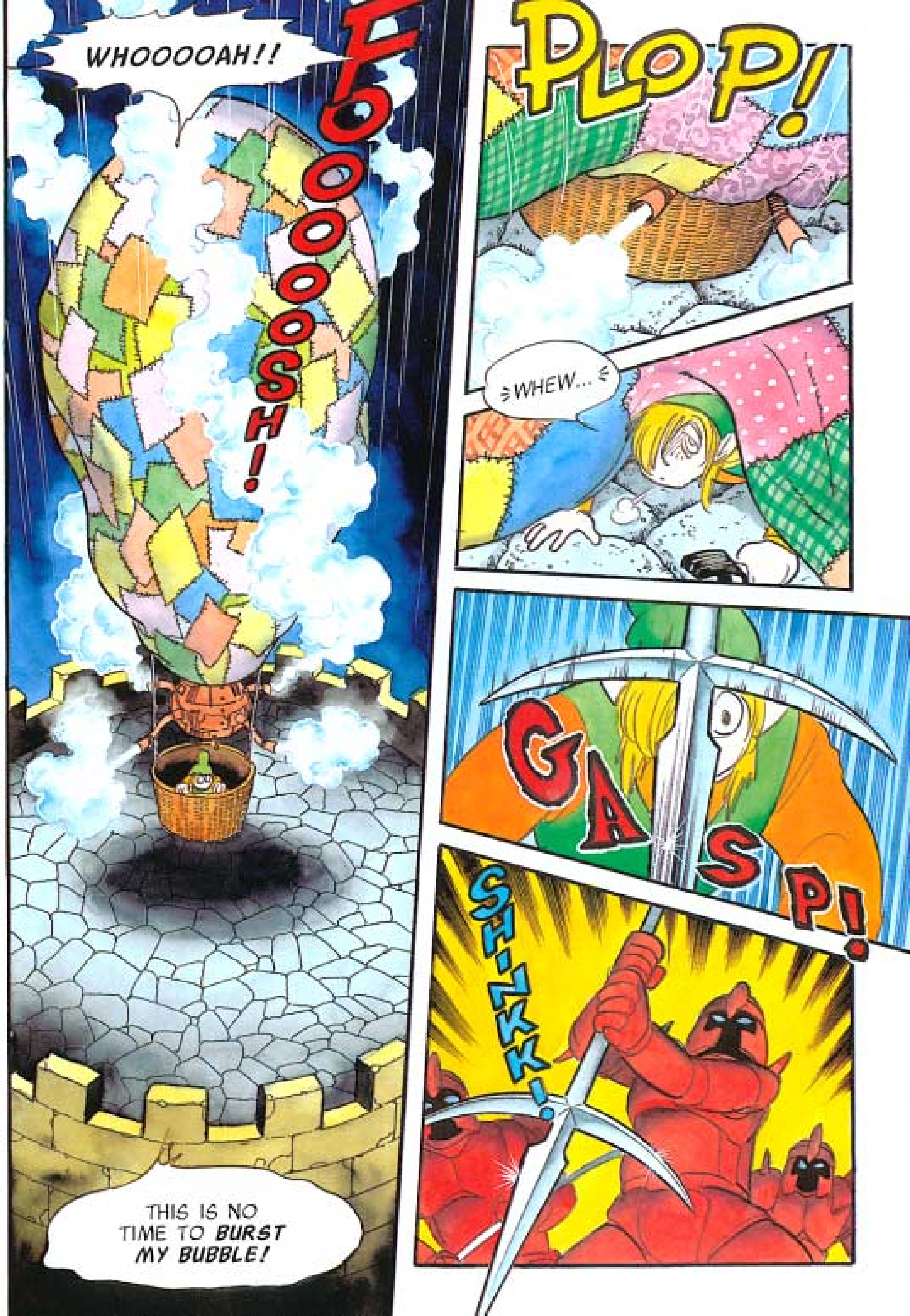

SO ALL THE APPROACHES TO THE CASTLE ARE **BLOCKED** BY AGAHNIM'S SENTRIES?
TOMORROW THE **FULL MOON** RISES:
YEP! EVEN **APPROACHING** THE CASTLE MEANS **CERTAIN DEATH!**
ONLY A **BIRD** WOULD HAVE A CHANCE TO GET INTO THE CASTLE NOW...
SPLASSSH!..
TOO BAD OUR **WINGS** WERE **LOST** IN THE DESERT...
YOU DON'T NEED **WINGS** TO **FLY**... LOOK AT THESE **SOAP BUBBLES!**
HMMMMM...
THAT GIVES ME AN **IDEA!**

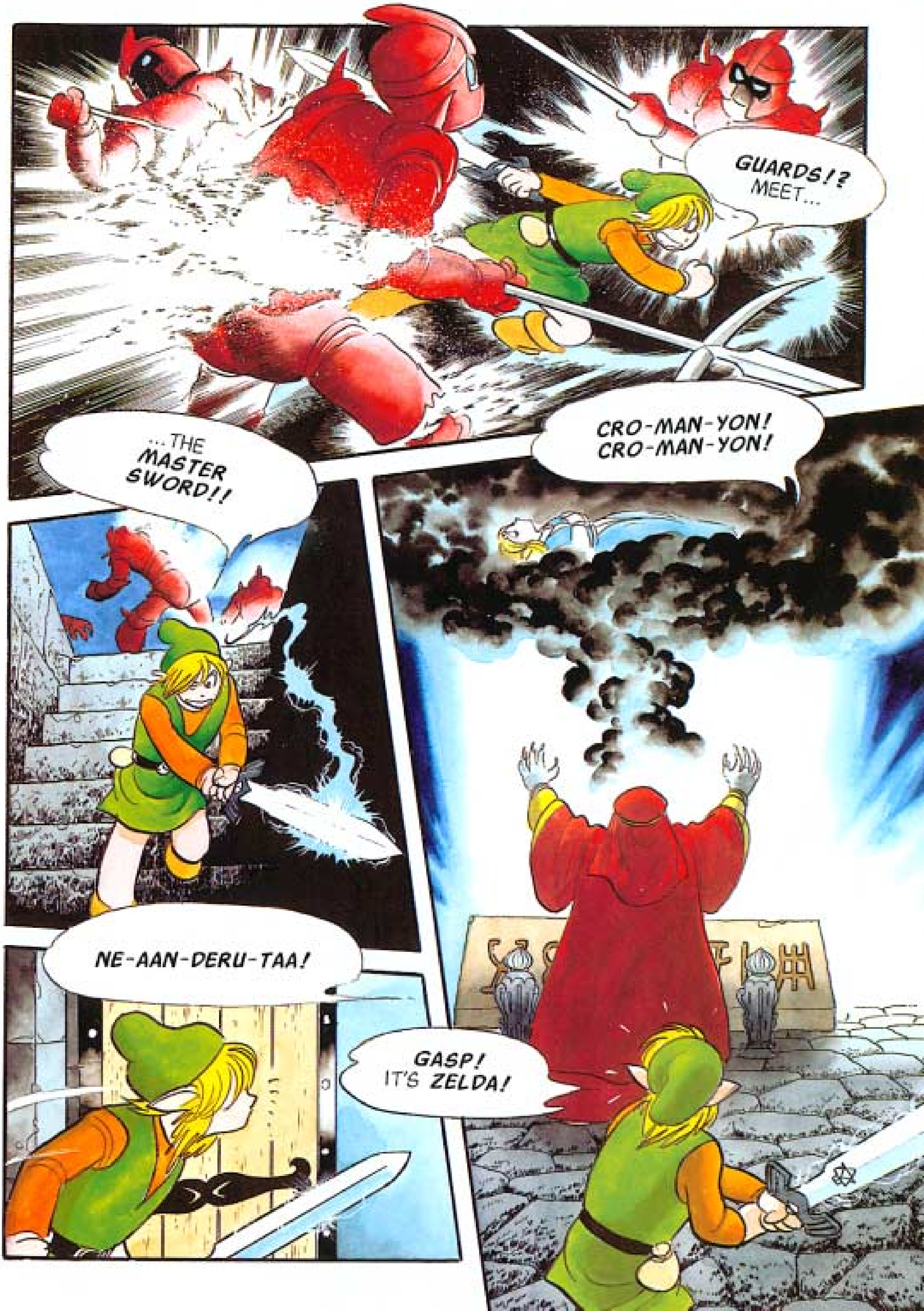

I BELIEVE THAT A LARGE BUBBLE...
...FILLED WITH HOT AIR...
...WILL FLOAT!
BUT TO MAKE SUCH A THING...
...IN ONE DAY...WILL BE...
THAT'S CORRECT!
...HARD WORK!
KA-CHI-NG...
CHI-NG...
KA-CHI-NG...
THIS BUBBLE HAS TO BE AIR-TIGHT, RIGHT?
LINK, GIVE US A HAND, WILL YOU?
I'VE GOT TO REST FOR TONIGHT! THIS WON'T BE EASY!

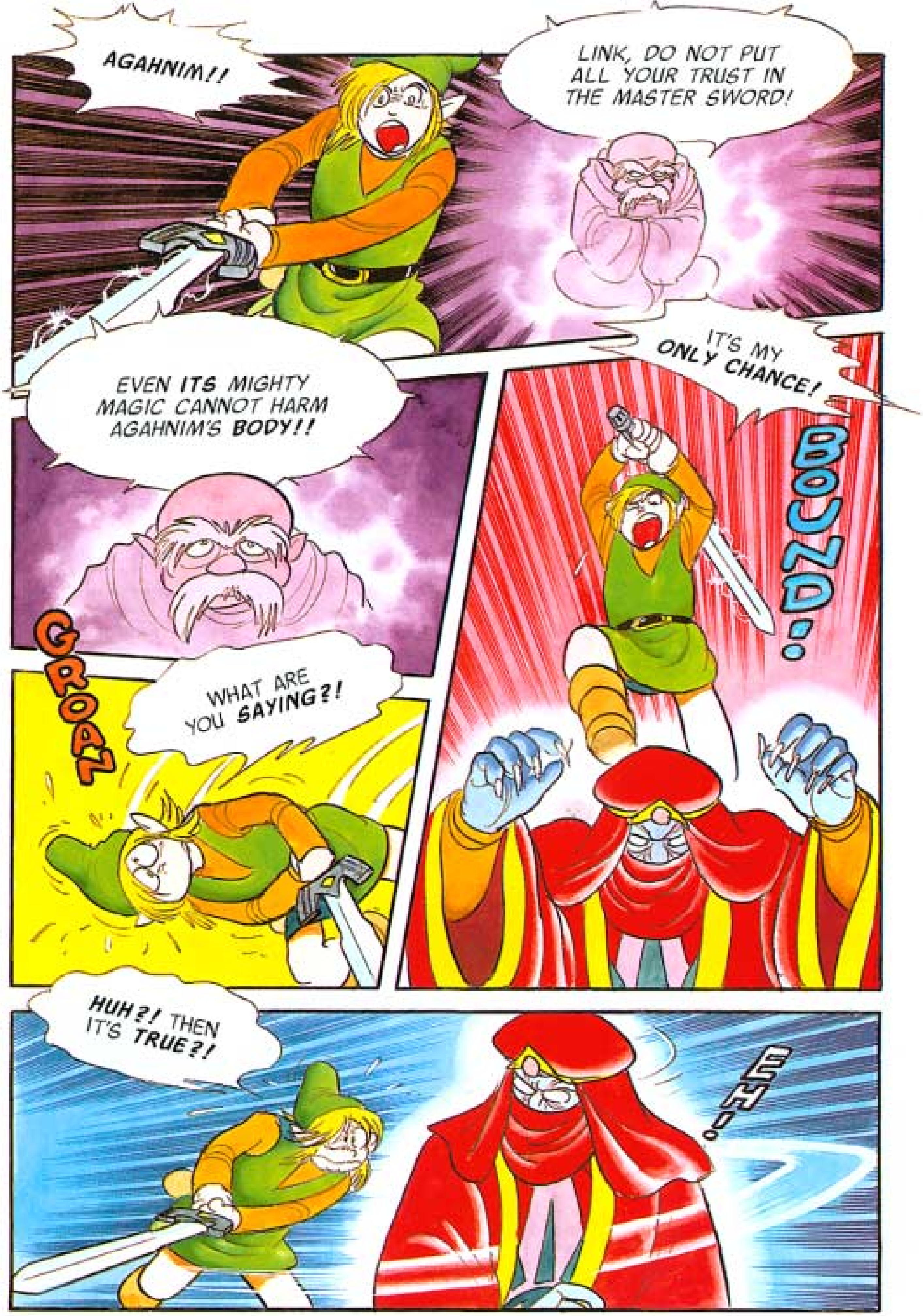

AT LAST! THE FULL MOON RISING!
SOON...
WHEN IT REACHES PRIME ASCENSION... THE PINNACLE OF THE SKY...
KING AGAHNIM, THE PREPARATIONS ARE COMPLETE!
HMMM...
THEN LET US BEGIN!

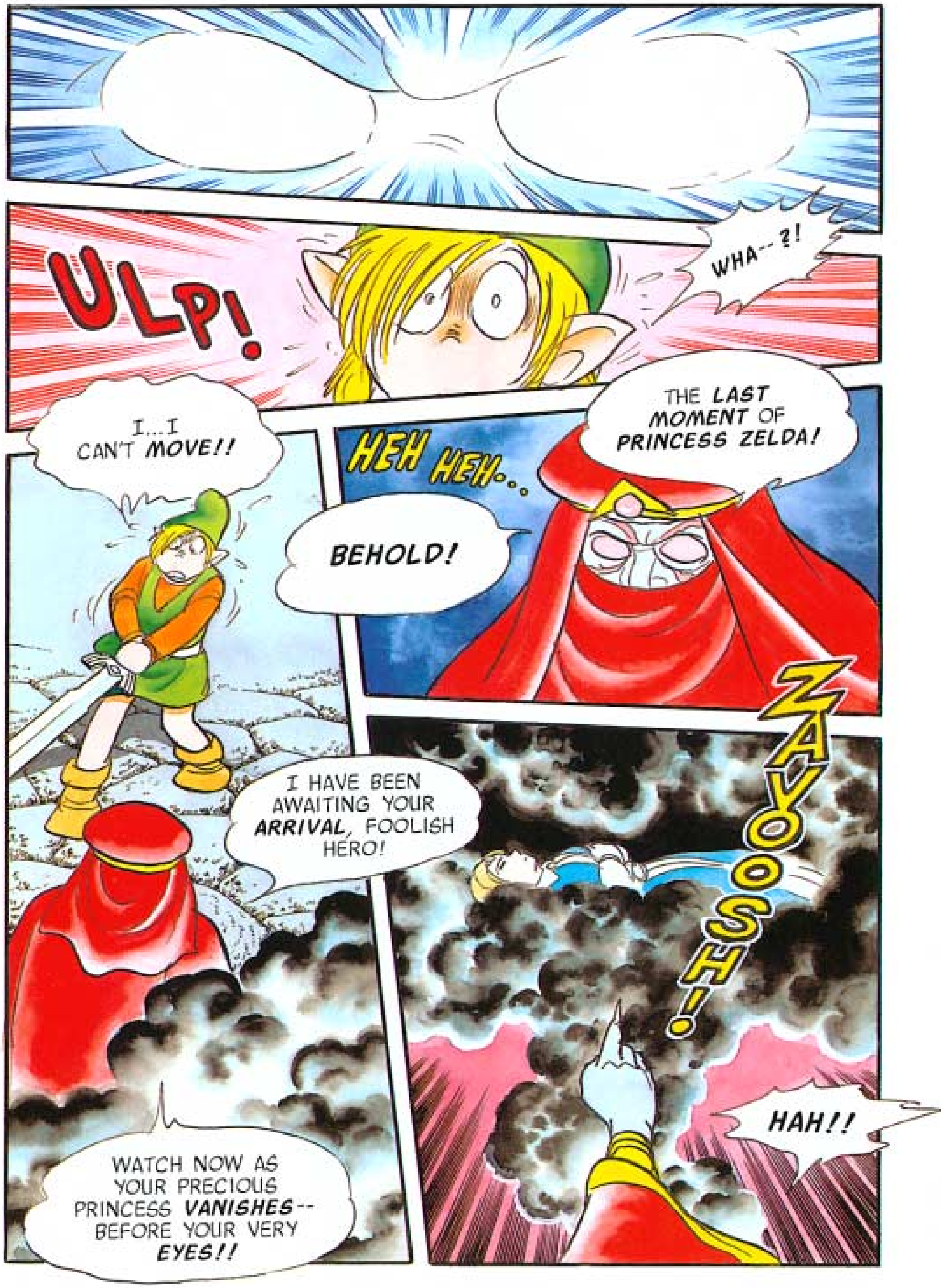

EH?
...AGAHNIM...
MASTER GANON!
NOW IS THE HOUR OF THE INCANTATION... YOU MUST NOT FAIL ME!
YES, MY LORD...
HMMMM...
I SENSE A BEING APPROACHING THE BARRIER SURROUNDING THE CASTLE... A BEING WITH INTENSE EMOTIONAL ENERGY...
WHAT?! CAN IT BE HIM?!
VERY WELL...I WILL SEND PRINCESS ZELDA INTO THE DARK WORLD BEFORE HIS VERY EYES!!
BUT, IF HE CAN MAKE IT HERE...
HEH HEH HEH...

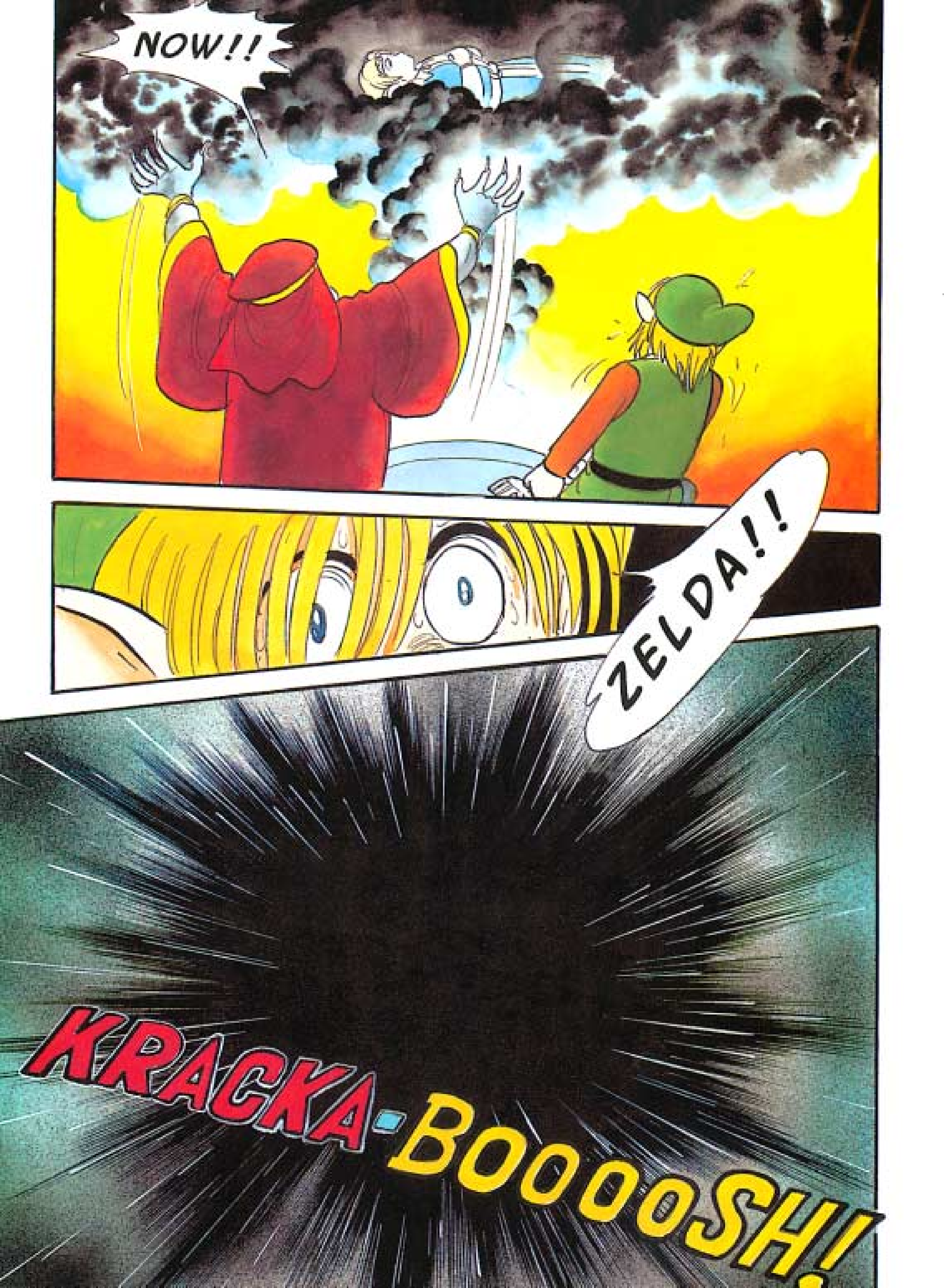

THIS IS *SIMPLE!*
I'M OVER THE *WALL* ALREADY!
FSSH...
WOOOSH...
OUCH!
I GUESS I SPOKE *TOO SOON!*

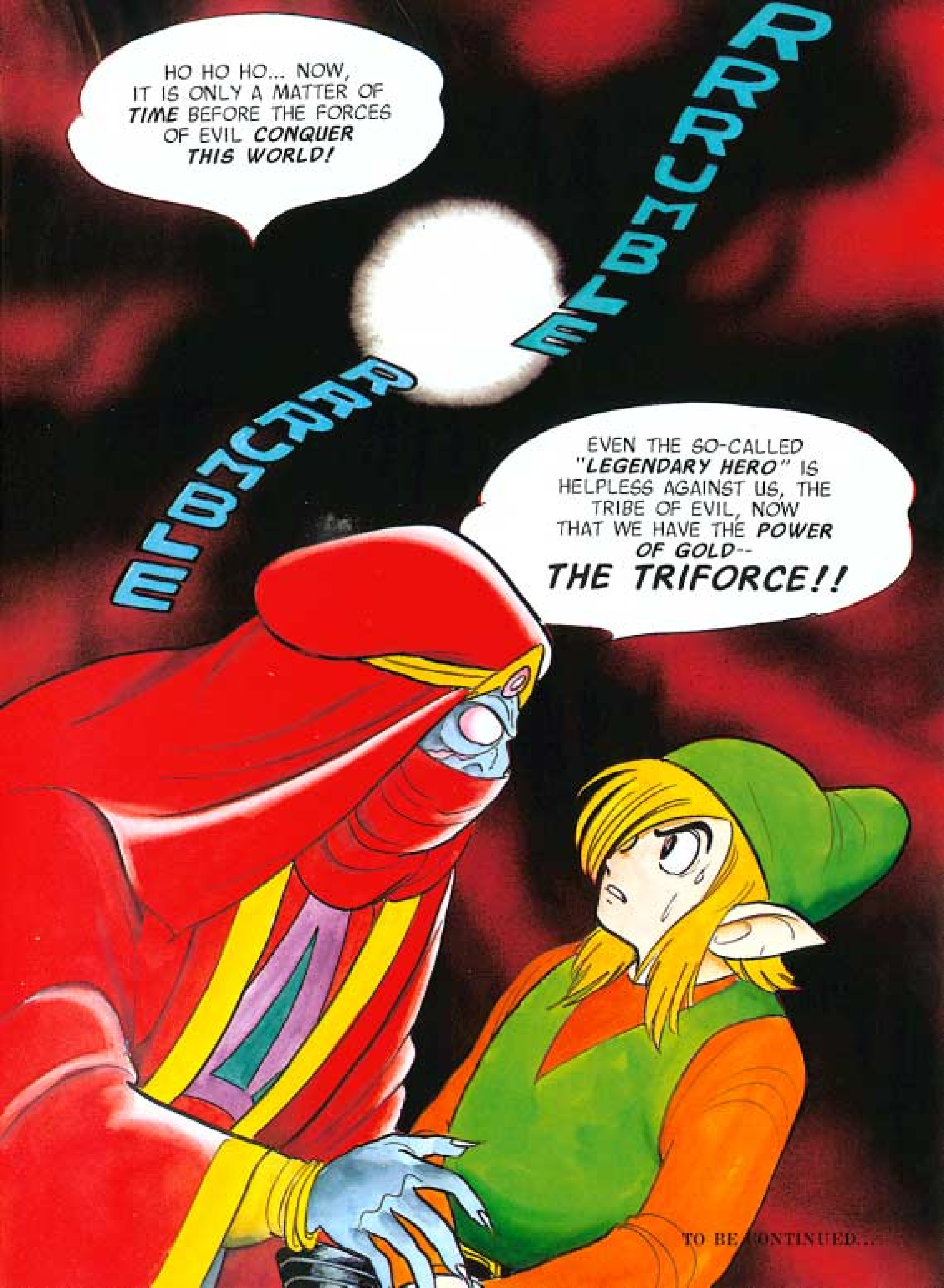

WHOOOOAH!!
FOOOOOSH!
THIS IS NO TIME TO *BURST* MY *BUBBLE!*
PLOP!
WHEW...
GASP!
SHINKK!


GUARDS!? MEET...
...THE MASTER SWORD!!
CRO-MAN-YON! CRO-MAN-YON!
NE-AAN-DERU-TAA!
GASP! IT'S ZELDA!


AGAHNIM!!
LINK, DO NOT PUT ALL YOUR TRUST IN THE MASTER SWORD!
EVEN ITS MIGHTY MAGIC CANNOT HARM AGAHNIM'S BODY!!
GROAN
WHAT ARE YOU SAYING?!
IT'S MY ONLY CHANCE!
BOUND!!
HUH?! THEN IT'S TRUE?!
EEH!


ULP!
WHA--?!
I...I CAN'T MOVE!!
I HAVE BEEN AWAITING YOUR ARRIVAL, FOOLISH HERO!
HEH HEH...
BEHOLD!
THE LAST MOMENT OF PRINCESS ZELDA!
WATCH NOW AS YOUR PRECIOUS PRINCESS VANISHES-- BEFORE YOUR VERY EYES!!
ZAVOOSH!
HAH!!


NOW!!
ZELDA!!
KRACKA-BOOOOSH!


HO HO HO... NOW, IT IS ONLY A MATTER OF *TIME* BEFORE THE FORCES OF EVIL *CONQUER THIS WORLD!*
RRRUMBLE
RRRUMBLE
EVEN THE SO-CALLED "*LEGENDARY HERO*" IS HELPLESS AGAINST US, THE TRIBE OF EVIL, NOW THAT WE HAVE THE *POWER OF GOLD--*
THE TRIFORCE!!

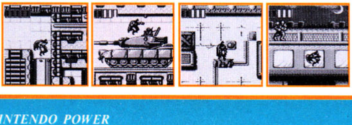
TO BE CONTINUED...

BATMAN

RETURN OF THE JOKER ™

BATMAN ISN'T A MAN OR A BAT. HE'S A JOKE!!! HAHAHA!!!

Now that you've got Batman in the palm of your hand, how are you going to get him through the four difficult stages of Sunsoft's Batman: Return of The Joker? You'll have to run, jump, fight, and swing your way past The Joker's insistant Bat Hunters and cunning Bat Traps. Attack the first three stages in any order and, when all three have been completed, move on to the Joker stage. Limited Continues, scattered weapons and precious few Power-Ups mean that your skill determines whether you win or lose. It doesn't get any battier than this.



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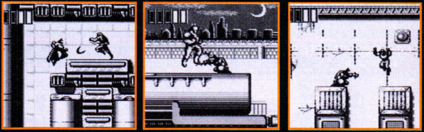
BATMAN IS BACK ON THE JOB

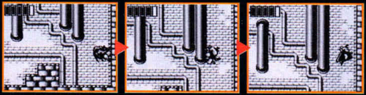
Apparently the Caped Crusader didn't completely finish off his nemesis, The Joker, in the first Batman Game Boy action game. It won't be any easier this time, but it may be more fun. A larger Batman character, better animation and a greater variety of moves have been added to Return of The Joker. There are also some great graphics effects like flooding screens.



NEW MOVEMENT

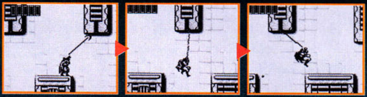
BAT-AND-FORTH: THE BAT JUMP

The new Batman has one of the most radical moves in Gotham City. Push the A Button when he jumps to a wall and he will cling to it momentarily, then make a second jump in the opposite direction. By jumping back and forth between close walls, Batman can reach higher levels and overcome obstacles. Don't limit your Bat Jumps to areas with solid walls.



BAITING THE BAT HOOK

When you push Up on the Controller, Batman fires his Bat Hook at a 45 degree angle. If the Hook strikes a solid object, it will attach itself, allowing Batman to swing out over chasms, enemies or traps. You can also fight while swinging. If you Bat Bash an enemy while swinging from the Bat Hook, you'll inflict damage without receiving a hit.



SETTING THE STAGE

During the first part of the game, you have the choice of picking any of the first three stages in whatever order you prefer. The third stage, The Train, is easiest, followed by the first stage and the second stage. After defeating the final guardians in each area, Batman moves on to the fourth and final stage. You can also select your difficulty level from Easy, Normal or Hard.

HAHAHA HAHAHA
STAGE SELECT
STAGE 2

Choose any of the first three stages in your order of preference.

HAHAHA HAHAHA
STAGE SELECT
STAGE 1
CONTINUE 4

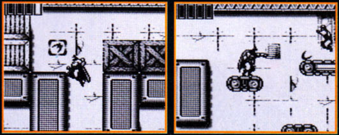
Although you pick the stage, you are limited to five Bat Lives per game.

BAT TOYS, LTD.

Batman doesn't have the use of most of his great toys in this game. In fact, the only weapon he can collect is the Batarang, and it has limited range and power. You also run out of Batarangs quickly. Hearts to fill up lost Life Meter Bars and Life-Ups for added bars are the only other items.

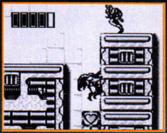
BATARANG

Batarangs are usually found in difficult-to-reach spots. Go for them. Enemies that take four hits can be destroyed in two hits with the Batarang, and you can do it at a safe distance.



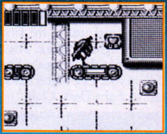
HAVE A HEART

Small Hearts fill up one Life Meter Bar and Large Hearts refill the entire Bar. Collect Small Hearts after a fight or by hitting boxes and rocks. Search high and low for Large Hearts.



LIFE-UP

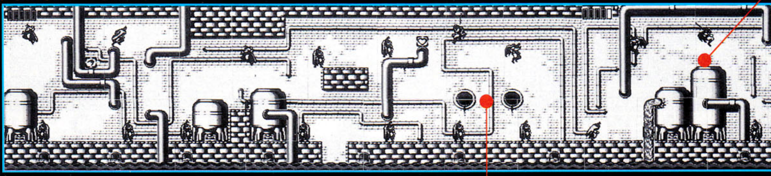
The Life-Up adds one Bar to the Life Meter. You'll find one each in the first two stages and none in the third stage. You'll also have to work to get them, but it's worth the effort.



STAGE ONE: THE SEWER

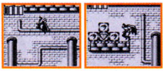
What better place to start cleaning up Gotham City than in The Sewers. The first of the three areas will start filling with water about halfway through. When Batman is submerged, he is difficult to see, and that makes fighting almost impossible. Later you'll have to master the use of the Bat Hook to reach a treasure trove of Batarangs. The final area has moving platforms, lots of enemies, bottomless pits and Dark Claw.

STAGE 1-1 START



BAT TREASURE

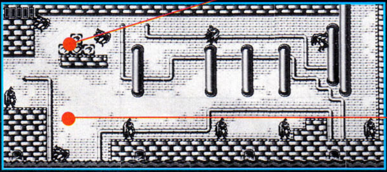
Don't miss this cache. Jump up the pipes to the right, then leap and swing using the Bat Hook to cross the final gap.



TAKE HEART IN BATTLE

The Joker's henchmen can take two Batarang hits or four punches. Many leave a Small Heart when they are defeated.

STAGE 1-2 START

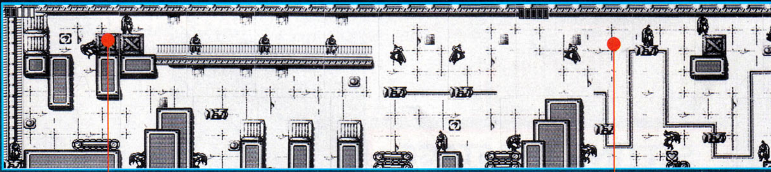


TO STAGE 1-3

SWING LOW

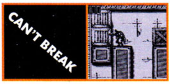
In areas like this where you can't see the floor below you, use the Bat Hook to swing low and find ledges where you can drop down safely. Here, the maps help, but you'll need to use this technique in The Joker's hideout.

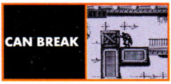
STAGE 1-3 START



BREAK THE BOX

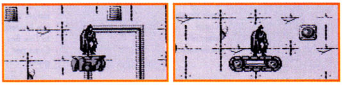
In the final area of the first stage you'll find two kinds of boxes—light and dark. The dark boxes can be broken open with a punch to reveal a Small Heart inside. Make sure you fill up your Life Meter before finishing the area and moving on to fight Dark Claw.



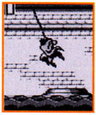


WHAT GOES DOWN...

. . . may keep going down into a bottomless pit unless you look before you leap. Use the maps or swing down for a peek using the Bat Hook to make sure that there is a ledge or conveyor belt below Batman. A Bat Life is a terrible thing to waste.

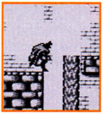


OVERFLOW

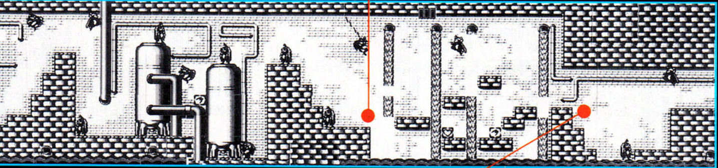


The tank ruptures when you touch it and the Sewer begins to flood. The sewage won't damage you, but enemies can. Swing above the troubled waters with the Bat Hook.

SEWERFALLS



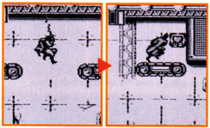
The sewage that spills out of the pipes can wash you down the drain. To clear the gap, run and jump just as the tail end of the sewage falls past.



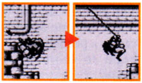
TO STAGE 1-2

GET A LIFE-UP

Add to your Life Meter by collecting the Life-Up. To reach it, you'll have to use the Bat Hook for swinging between the conveyor belts. Batman can jump some, but not all of the spans.

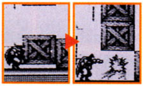


BAT TRAPEZE

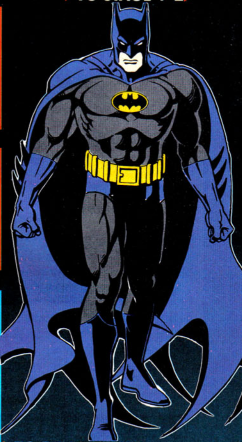


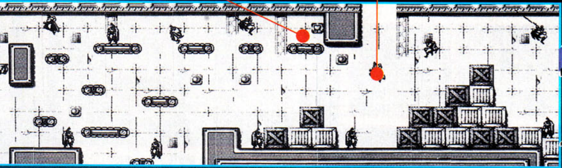
Jump from the top step and fire your Bat Hook. Swing to the right and let go to land on the far ledge.

BOXES OF LIFE



Punch the dark boxes to collect the Small Hearts inside. You'll need full strength to face Dark Claw.

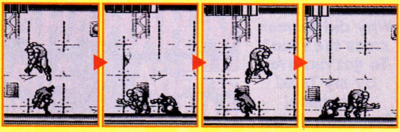




TO DARK CLAW

THE DESTRUCTION OF DARK CLAW

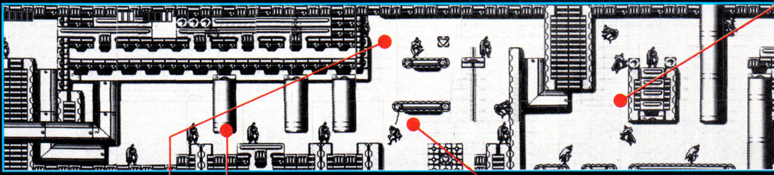
Dark Claw can't believe that Batman has made it this far, and he is bent on keeping him from going any farther. This mutant's attack comes in leaps and bounds. When he jumps up, rush under him in the direction opposite to the jump. Try to stay close to the spot where he'll land then, as soon as he's down, quickly punch him several times. The tough part is timing Batman's movements so he isn't touched by the powerful Claw.



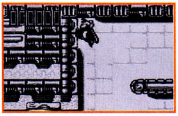
STAGE TWO: THE MACHINE SHOP

Conveyor belts are rolling and lift platforms are rumbling. Pistons are pounding and air pressure chutes will spit you out like a watermelon seed. These are the least of Batman's problems in the second stage. Two boss characters stand in your way along with many tough thugs. There's even a secret passage. All this makes the Machine Shop the most challenging of the first three stages. You'll have to use every trick in the Bat Book to survive.

STAGE 2-1 START



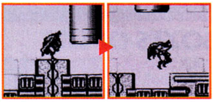
THE SECRET PASSAGE



Jump into the wall from the platform on the right and collect the three Batarangs. You'll need multiple shots to beat the Tank.

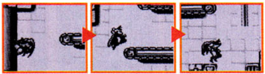
THE BAT MAT

The pistons can turn you into a Bat Mat in no time. Stand as close as you can to a piston when it is down and begin to move forward, pressing against the piston as it rises.



DROP IN FROM ABOVE

The best route to the Life-Up is from above. Bat Jump to the piston and then to the conveyor belt. Jump down to the crumbling blocks, collect the Life-Up and leap to the boxes to the right. You can also reach the secret passage this way.

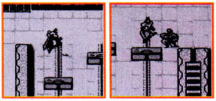


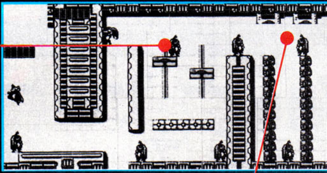
Drop down to the Life-Up from the conveyor belt above.

STAGE 2-3 START

A HIDDEN ATTACKER

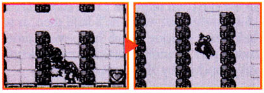
While on the lift, an enemy off-screen to the right will attack you with needle shots. Jump up to avoid the two shots, then proceed to the right. Don't bother going down to the floor.

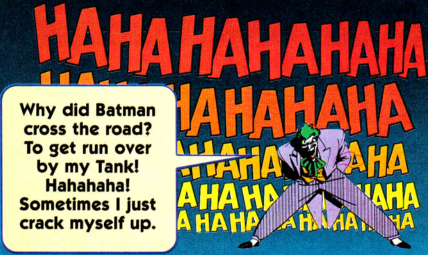




CAUTION: WALLS FALLING

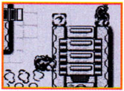
You'll be battling an enemy when giant blocks start tumbling from above. As the wall builds higher, you'll quickly find yourself trapped in a narrow space . Defeat the enemy, then Bat Jump out of the narrow pit.



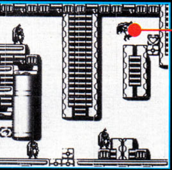

HAHA HAHAHAHA HAHAHAHA HAHAHAHA AHAHAHAHAHA AHAHAHAHAHAHA
Why did Batman cross the road? To get run over by my Tank! Hahahaha! Sometimes I just crack myself up.

CATCH IT IF YOU CAN

Batman comes flying out of the pneumatic tube at high speed, straight into a wall. As soon as he touches the wall, push the A Button, then Bat Jump up to safety. If you miss the wall the first time, you'll fall off the screen and lose a life.



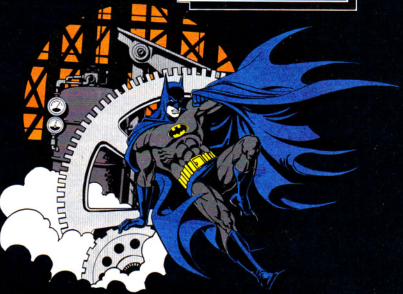
Make sure to collect all the Batarangs in this area.



A BIG HEARTED GUY

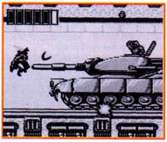
The Tank is just ahead and you might need the refill from this Big Heart. On the other hand, try not to waste Batarang shots on the thugs in this area.

TO STAGE 2-2

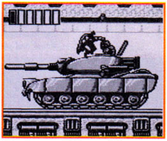


STAGE 2-2 TAKE IT TO THE TANK

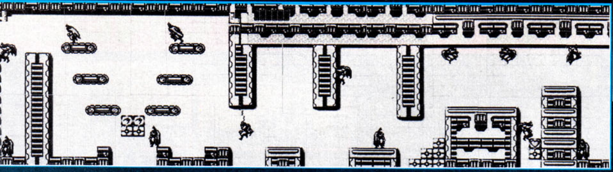
How can one super hero cope with a steel Tank? Batman's answer is to use his Batarangs. Stand on the front end of the Tank, just out of range of the grenades, which the Tank Driver tosses at you. Throw the Batarangs continuously and you'll win without taking a hit. If you are out of Batarangs, move close to the driver and punch rapidly. You'll take hits, but you can still win.



Continuously throw the Batarang from the front of the Tank where you are safely out of range.



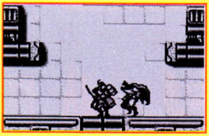
If you have no Batarangs left, move up to the driver and punch rapidly, but be prepared to take hits.



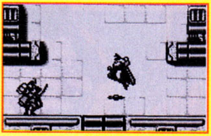
TO THE SHOGUN WARRIOR

SHOGUN WARRIOR VS. BATMAN

The Shogun Warrior is the toughest of the first three guardians. His initial attack is bad enough, but when his energy is half gone, he goes nuts, splitting into multiple Shoguns that follow him like lethal shadows. Early on, jump behind the Shogun and attack, then jump to avoid his shots. Later, try to stay out of his way until he lands, then attack quickly. Make sure you pick up the Big Heart before you reach the Shogun. Batarangs won't help!



Stay away from the overhanging ceiling when trying to jump over the Shogun Warrior.

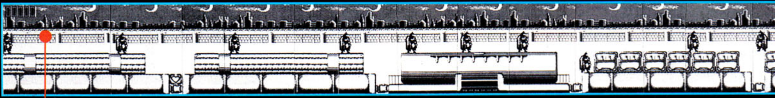


After hitting the Warrior, he retaliates by throwing a missile at you. Jump to avoid it.

STAGE THREE: THE TRAIN

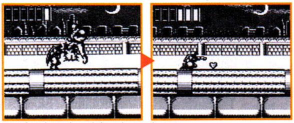
When Batman takes the midnight express, his plans to reach The Joker may get derailed. The brutish enemies he meets take at least four hits. If you take the top route along the roofs of the cars, you can miss some of the action, but you'll also miss the Hearts and Batarangs. If you go through the cars in Stage 3-2, you'll have very little warning of attack. At the front of the train is a baseball bandit called Foul Ball.

▶STAGE 3-1 START▶



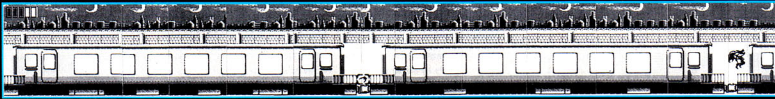
CONDUCTING BUSINESS

If you insist on attacking the charging conductors on the train, get down and punch while kneeling. Better yet, keep running and just jump over them. They won't be able to catch up to you. Keep a sharp lookout for approaching foes. If you meet this character inside the car, use Batarangs or the Kneeling Punch to dispatch him.



Kneel and punch to defeat the conductors.

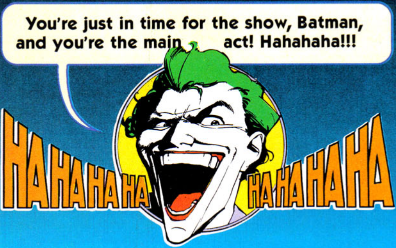
▶STAGE 3-2 START▶

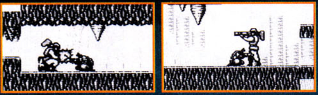


THE JOKER'S UNDER

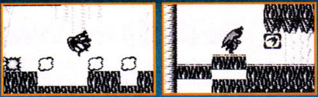
STAGE 4-1

The Joker plays to a captive audience, but no one down here is laughing, least of all Batman. There are new traps to out-smart, multiple routes to take. The items are hidden in strange places and the enemies are stronger than before. To get here, you must defeat all three of the earlier stages. To get out, you'll need a lot of skill.

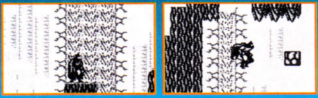

You're just in time for the show, Batman, and you're the main act! Hahahaha!!!
HAHAHAHAHA
HAHAHAHAHA



The bazooka soldier is one of the toughest you'll face in the game. If you attack low, you'll be safe, but you have to keep moving.



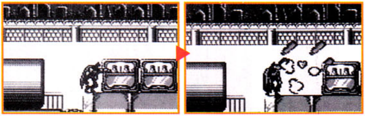
Sometimes the ground isn't as solid as it looks. Batman's footsteps can trigger explosions. Keep jumping or use the Bat Hook to escape damage.



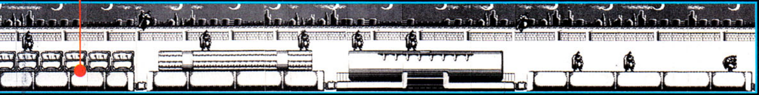
Dangerous jumps like this keep your heart pounding. Whenever you have the chance, use the Bat Hook to swing down for a look at the ground.

HIDDEN HEARTS

The containers on the flatbed car look solid enough, but if you give them a punch, they'll give you a Small Heart to help refill your Life Meter.

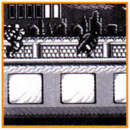


▶TO STAGE 3-2▶

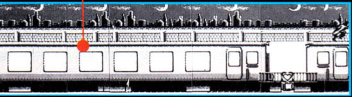


THE HIGH HURDLES

Up on the roof in the bracing night air, Batman's only worries come from a few charging hulks. Well-timed leaps will carry you over the bulksters, but you won't find any Batarangs. They are all on the lower level.

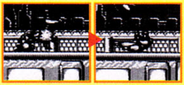


▶TO BAT BALL▶

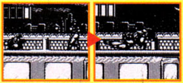


LET'S PLAY BAT BALL

Foul Ball may have struck out when it came to sportsmanship, but he is determined to knock Batman out of the ballpark. His first attack is a spin with the bat extended. If you hit him by kneeling and punching, he'll drop into a slide kick, then hit a ball at you. Your best play is to jump over the slugger during the slide. You can also jump up from the nose of the train for a sneak attack.



If you stay close, you won't get hit by the ball.

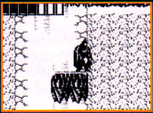


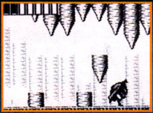
Land close to Foul Ball when you jump over him.

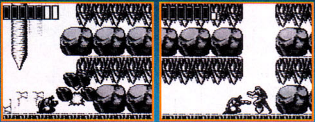
GROUND COMEDY CLUB

STAGE 4-2

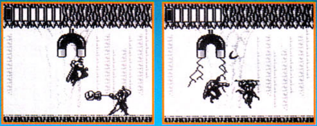
The final leg is here. The enemies and the traps and jumps are the toughest Batman has seen. Luckily there are Hearts in the stones to replenish his energy. At the end of the line is The Joker. You'll laugh, you'll cry, you'll eat humble pie . . . and maybe you'll get the last laugh.







Like boxes in the earlier stages, these boulders contain Small Hearts to refill your Life Meter.



When Batman fights The Joker, he becomes the punch line. Must be because of his magnetic personality.

"The Joke's on you, Joker. I'm going to bring down the house."

IT'S THE BEGINNING OF THE END

FUNPAK 4 IN 1™

© 1992 Beam Software. Produced by Interplay Productions. Sargon © 1989 Spinnaker Software.

GAMING ON THE GO

Playing board games on the road can be a mess, even with magnetic pieces. You never know when the driver will swerve to miss a bunny, or the plane will encounter turbulence, scattering even the strongest magnets to the floor. 4 In 1 Funpak from Interplay, available later this summer, you will play four classic board games on the go.

SARGON
THE PREMIER CHESS PROGRAM

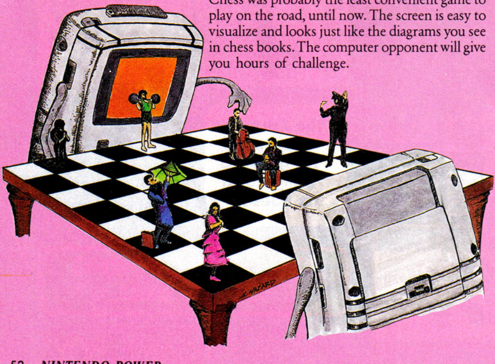
CHESS

SARGON
THE PREMIER CHESS PROGRAM

Chess offers the most challenge of all the games in 4 In 1 Funpak. Of course, the level of challenge depends on your opponent, and the computer Chess program in 4 in 1 Funpak is modeled after the famous Sargon program for PCs, which is one of the tougher computer algorithms to beat. If you're not a great player, the program can give you a hint when you're stumped.

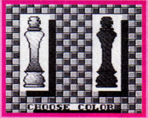
MOBILE CHESS

Chess was probably the least convenient game to play on the road, until now. The screen is easy to visualize and looks just like the diagrams you see in chess books. The computer opponent will give you hours of challenge.



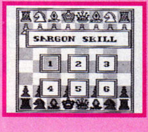
CHOOSE COLOR

Your first option is to choose the color of pieces you will use. White always moves first, which might be an advantage if you know the basic openings of chess.



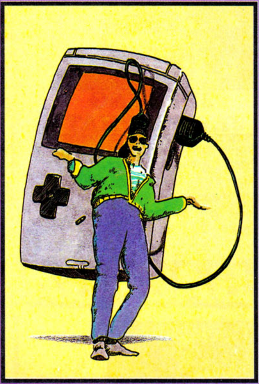
SARGON SKILL

You can choose from six skill levels for the computer. The higher levels give it more time to plan its strategy. You can force the computer to move by pushing the A Button.



TO LINK OR NOT TO LINK...

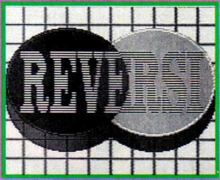
You can play the games in 4 In 1 Funpak in two-player mode with or without the Game Link cable. If you don't have two Game Boys, two players can hand a single Game Boy back and forth for two-player mode. Game Linking gives each player their own screen to look at. With Game Boy you may not have to worry about your brother or sister knocking over the board if they are losing, but you will still have to watch the power switch!



GAME SELECT

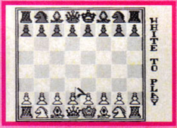
Four classic board games— Chess, Checkers, Backgammon and Reversi, are included in 4 In 1 Funpak. The selection is well rounded and offers something for board gamers of all levels.

Backgammon

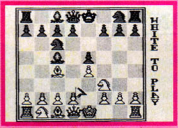


GAME IN PROGRESS

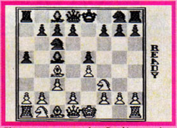
A look at a sample game against the computer will indicate how shrewd a player it is. Let's try an opening called Giuoco's Piano, a common opening described in many chess texts.


WHITE TO PLAY

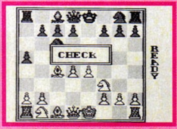
The game starts. The battle lines are drawn.


WHITE TO PLAY

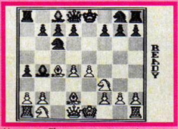
After three moves, the computer has followed the Giuoco's Piano opening.



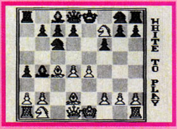
The computer moved its Rook's pawn! That's not good judgment!


CHECK
READY

Now white is in check, but that's easily resolved by defending with a Bishop.

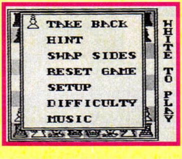


Hmmm . . . The computer seems intent on developing the Rook's pawn . . .

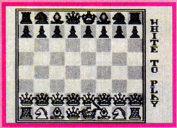

WHITE TO PLAY

Now white attacks the computer's Queen and Rook. White's position looks good but . . .

SELECT OPTIONS


TAKE BACK
HINT
SWAP SIDES
RESET GAME
SETUP
DIFFICULTY
MUSIC
WHITE TO PLAY

You can press Select during your turn to bring up an options screen that lets you take back a move, get a hint, switch sides or set up the board the way you want it. You can handicap a better player by setting up the less skilled player in a better position.


WHITE TO PLAY

Sparing you the details, white lost. It's time to try again.

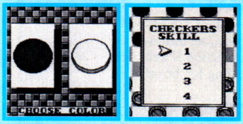
CHECKERS

JUMPING JEHOSEPHAT!

People already play checkers just about anywhere, so it's a natural for Game Boy. The rules and strategy are simple and everyone knows them. It's good to have a human opponent because the computer is easy to beat.

CHECKER CHOICES

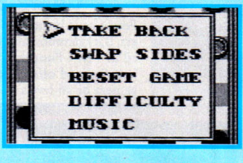
Make your choice of black or red: red moves first. You can also choose different skill levels, although even the highest isn't too tough to beat if you think ahead.


CHOOSE COLOR
CHECKERS SKILL
▷ 1
2
3
4

The computer can take a long time to plan its strategy in the high skill levels.

SELECT OPTIONS

Press the Select Button during your turn and you can take back a move, switch sides with the other player or choose different music. You can also change difficulty levels if the computer is taking too long.

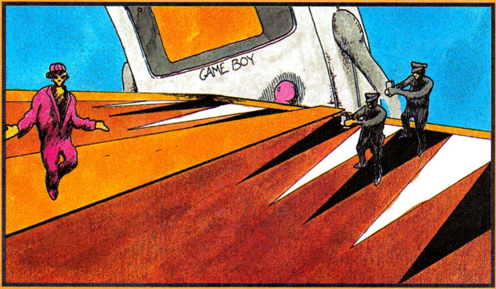

▷ TAKE BACK
SWAP SIDES
RESET GAME
DIFFICULTY
MUSIC

BACKGAMMON

Backgammon

BACK SEAT BACKGAMMON

Backgammon is a game of luck as much as it is of skill. However, there is some strategy involved. For example, you can send your opponent's pieces back to the starting point, and you can block their return to the board.



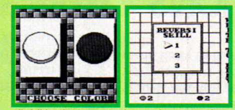
REVERSI

REVERSE YOUR FORTUNES

Reversi is identical to Othello. The object of the game is to sandwich your opponent's pieces between yours to change them to your color. It seems simple, but the tide of the game can quickly switch to the other side if you don't play your chips carefully!

CHOOSE SIDES

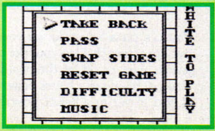
Yes, you get to choose your color in Reversi, too. White goes first. There does not appear to be any advantage to choosing one color over another.


CHOOSE COLOR
REVERSI SKILL
▷ 1
2
3
●2
●2

All skill levels are easy to beat with practice. The computer doesn't take that long to plan strategy in this game.

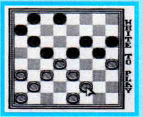
SELECT BUTTON

Press Select to Take Back, Pass, Swap Sides, Reset, or change Difficulty levels. You can also Pass if you think that putting down a piece would give the other player a good chance to flip a lot of your pieces.


▷ TAKE BACK
PASS
SWAP SIDES
RESET GAME
DIFFICULTY
MUSIC
WHITE TO PLAY

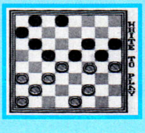
GAME IN PROGRESS

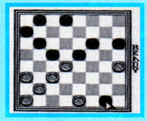
The rules are straightforward. Checkers is a purely strategic game where big turns of fortune can come with a single, double or triple jump.


WHITE TO PLAY

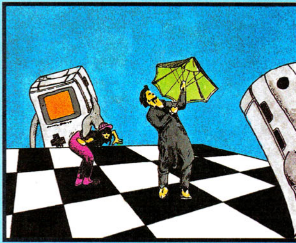
The black player's position is strong. Almost any move by the red player will result in a jump.

Think again, red . . . Are you sure you want to make that move?


WHITE TO PLAY

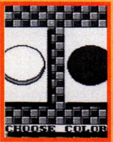


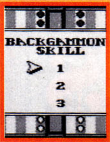
A double jump by black results in two red pieces captured and a black king! Good move!



ALTERNATIVES

Backgammon offers three skill levels, and all are pretty challenging. There is no take-back option in Backgammon, but you can Double and Swap sides by pressing Select during your turn.

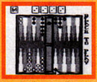

CHOOSE COLOR


BACKGAMMON SKILL
1
2
3

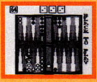
The computer gets luckier at higher skill levels.

GAME IN PROGRESS

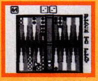
Although you roll two dice in Backgammon, if you roll doubles, you get to use each number twice. This is obviously a big advantage, as the game segment below on the right demonstrates.


BLACK TO PLAY

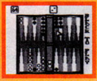
Black player rolls double twos.


BLACK TO PLAY

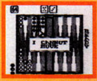
First sends a white piece back to the start.


BLACK TO PLAY

Second sends another back to the beginning.


BLACK TO PLAY

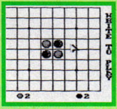
Third puts a single safely with a group.


I CANNOT MOVE

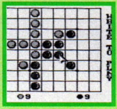
Black has blocked the return to the board by white pieces.

GAME IN PROGRESS

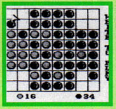
The key to Reversi is to control the edges and corners of the board. Avoid playing in the four spaces in the corners of the board until necessary. Then play to deny the corner areas to your opponent.


WHITE TO PLAY
○2
●2

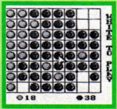
The starting setup.


WHITE TO PLAY
○9
●9

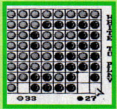
The game is even, but white has some edge pieces.


WHITE TO PLAY
○16
●34

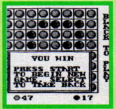
Things look grim for white as the corner battles begin.


WHITE TO PLAY
○18
●38

White has captured two corners, but is still behind.

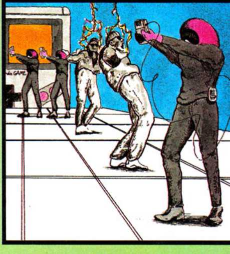

WHITE TO PLAY
○33
●27

With a third corner, white pulls ahead.


YOU WIN

PRESS START TO BEGIN NEW GAME. SELECT TO TAKE BACK
BLACK TO PLAY
○47
●17

White takes the corners, and the game!



Workboy

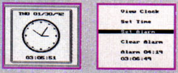
© 1992 Montague-Weston. Licensed exclusively to Fabtek Inc.

Whoever said Game Boy doesn't have a practical side never used the Workboy from Fabtek. The Software, Keyboard and Stand combine to convert Game Boys into micro work stations with more than a dozen useful functions like a five language mini-translator and 255 year appointment book. Clearly Fabtek is looking ahead. In the future, you'll be able to down-load data base info directly from your computer to the Workboy's battery backed-up memory.

◆

Local Clock

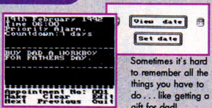
Workboy keeps track of the time, showing a traditional clock, and the date.


THU 01/30/92
03:05:51
View Clock
Set Time
Set Alarm
Clear Alarm
Alarm 04:19
03:06:49

The Clock function also allows you to set an alarm or to reset the time.

Daybook

Keep track of all your important appointments using the Daybook function.



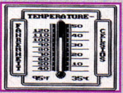
```
19th February 1992
Time 06:00
Priority Alarm.
Countdown:7 days
--------------------
BUY DAD A WORKBOY
FOR FATHERS DAY.
--------------------
Appointment No: 001
Make    Clear   Edit
Next   Previous Quit
```

View date
Set date

Sometimes it's hard to remember all the things you have to do . . . like getting a gift for dad!

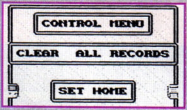
Temperature

Hot or cold? Convert Fahrenheit temperatures into Celsius, or vice versa.


TEMPERATURE
FAHRENHEIT
CELSIUS
120
110
100
90
80
70
60
50
40
50
40
30
20
10
95°F
35°C

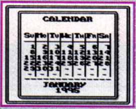
Control Menu

Clear stored records or change your Home City in the Control Menu.


CONTROL MENU
CLEAR ALL RECORDS
SET HOME

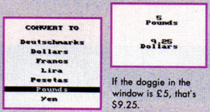
Calendar

Look ahead or back in time. What are you doing Friday the 13th, January 1995?


CALENDAR
Su
Mo
Tu
We
Th
Fr
Sa
JANUARY
1995

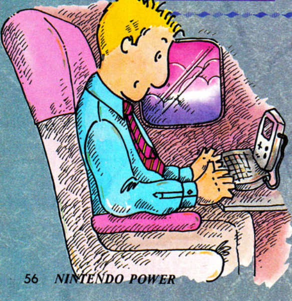
Exchange

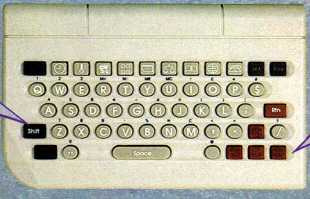
Use the Exchange Conversion function to change your bucks into six other currencies.


CONVERT TO
Deutschmarks
Dollars
Francs
Lira
Pesetas
Pounds
Yen
5
Pounds
9.25
Dollars

If the doggie in the window is £5, that's $9.25.

◆



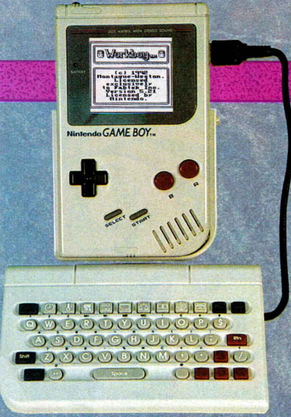

Shift
Rtn
Space

The Shift Key doubles the number of key functions.

Arrow Keys are used for cursor movements.

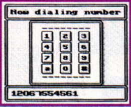
Actual Size 5¾" × 3½"

WORKBOY


DOT MATRIX WITH STEREO SOUND
BATTERY
Nintendo GAME BOY™
SELECT
START
B
A
Shift
Space
Rtn

Workboy™

(c) 1992
Montague-Weston.
Licensed
exclusively
to Fabtek Inc.
Version 5.21
Licensed by
Nintendo.

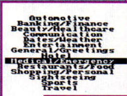


Now dialing number

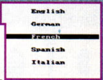
12067554561

1 2 3
4 5 6
7 8 9
* 0 #

Use the Auto-dialer for long telephone numbers.

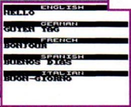


Automotive
Banking/Finance
Beauty/Healthcare
Communication
Dates/Weather
Entertainment
General/Greetings
Hotel
Medical/Emergency
Restaurants/Food
Shopping/Personal
Sightseeing
Sports
Travel

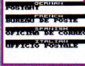


English
German
French
Spanish
Italian

Find words and phrases in German, French, Spanish or Italian.

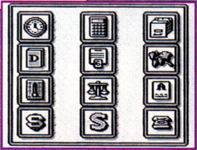


ENGLISH
HELLO
GERMAN
GUTEN TAG
FRENCH
BONJOUR
SPANISH
BUENOS DIAS
ITALIAN
BUON-GIORNO

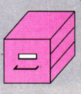


ENGLISH
POST OFFICE
GERMAN
POSTAMT
FRENCH
BUREAU DE POSTE
SPANISH
OFICINA DE CORREOS
ITALIAN
UFFICIO POSTALE

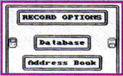
The Translator lets you search for a particular word, or to look up certain subjects, such as Food. Need a Napkin in Italy? Ask for a Tovagliolo.



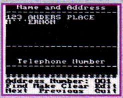
The data base stores facts and figures, names and dates.



Records


RECORD OPTIONS
Database
Address Book

Workboy's battery backed-up data base will keep important facts and figures close at hand. Store addresses, notes, figures and facts, or your best Metroid II tip.

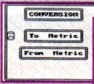


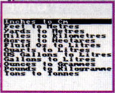
Name and Address
123 ANDERS PLACE
M'' ERNON
Telephone Number
Address Number: 001

Find Make Clear Edit
Next Previous Quit

Measures

Since the rest of the world deals with metric measurements, it's good to know what they're talking about. Convert linear, liquid and weight measures.


CONVERSION
To Metric
From Metric

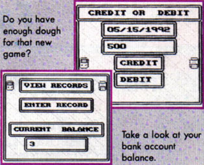


Inches to Cm
Feet to Metres
Yards to Metres
Miles to Kilometres
Acres to Hectares
Fluid Oz to Litres
Quarts to Litres
US Gallons to Litres
Gallons to Litres
Ounces to Grammes
Pounds to Kilogramme
Tons to Tonnes

How much do you weigh in France? The same as in the U.S., but you say it in kilograms.

Accounts

Keep track of your precious golden horde by entering your current bank account balance.



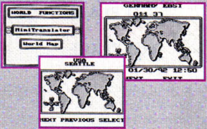
CREDIT OR DEBIT
05/15/1992
500
CREDIT
DEBIT
VIEW RECORDS
ENTER RECORD
CURRENT BALANCE
3

Do you have enough dough for that new game?

Take a look at your bank account balance.

Travel

This feature is great for globe trotting. The Map gives time and dialing code info for major cities. The Translator has useful foreign words.


WORLD FUNCTIONS
MiniTranslator
World Map
NEXT PREVIOUS SELECT
NEXT EXIT

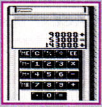
GERMANY EAST
011 37
01/30/92 12:50

USA
SEATTLE

7 8 9
4 5 6
1 2 3
0 · =

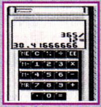
Calculator

Keep your numbers accurate with the Calculator. You have the four basic arithmetic functions plus percentages.



90000+
53000=
143000+

MC C % ÷ CE
M- 1 2 3 ×
M+ 4 5 6 -
MR 7 8 9 +
· 0 =



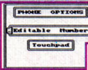
365/
12=
30.41666666

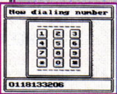
MC C % ÷ CE
M- 1 2 3 ×
M+ 4 5 6 -
MR 7 8 9 +
· 0 =

How many days would there be in a uniform monthly calendar? Figure it out with Workboy.

Phone

The Workboy can auto-dial from a list of telephone numbers in the address book data base.


PHONE OPTIONS
Editable Number
Touchpad



Now dialing number

0118133206

1 2 3
4 5 6
7 8 9
* 0 #

Hold the mouthpiece of the phone to the Game Boy speaker, then auto-dial.

NINTENDO POWER AWARDS '91

THE NESTERS

The votes have been tabulated and the results are in! The '91 Nester Awards go out to the very best games for each Nintendo system. Winners of the coveted Nesters are determined by you . . . the readers of Nintendo Power. Here we go with the winners!

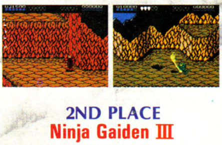
For Graphics and Sound

NES

THE WINNER IS:

Battletoads

A big victory for the 'Toads! Rash, Pimple and Zitz garnered over twice as many votes as the second place finisher received. Well-defined characters and backgrounds surely appealed to those casting votes.



2ND PLACE

Ninja Gaiden III

3RD PLACE

Robin Hood: Prince of Thieves

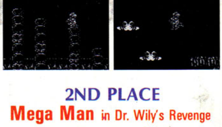
Although it was no challenge to Battletoads, Ninja Gaiden III far outdistanced Robin Hood in 3rd place.

GAME BOY

THE WINNER IS:

Metroid II: Return of Samus

Samus and her first Game Boy adventure dominated the voting in this category in much the same way as Battletoads dominated in the NES category. This is quite an impressive win for Samus considering the competition!



2ND PLACE

Mega Man in Dr. Wily's Revenge

3RD PLACE

Castlevania II: Belmont's Revenge

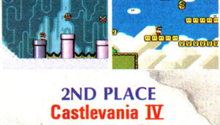
Two of the very best Game Boy adventure games round out the top three in the Graphics and Sound category.

SUPER NES

THE WINNER IS:

Super Mario World

Mario received tough competition from other great Super NES games, but this game just cannot be denied! It's immediately apparent that a lot of time and effort went into making this game look and sound great.



2ND PLACE

Castlevania IV

3RD PLACE

Final Fantasy II

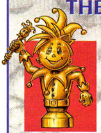
These two games, both with great graphic quality, fought it out for 2nd and 3rd place. The edge went to Simon.

For Theme and Fun

NES

THE WINNER IS:

Battletoads



Another runaway award for the trio! Who can resist the 'Toads? The concept, characters and plot of Battletoads makes it an extremely entertaining adventure. It's destined to be a classic and the voters know it.

2ND PLACE
StarTropics
3RD PLACE
Adventures of Lolo III

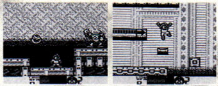
A young Seattle resident named Mike garnered enough votes to lift him to a respectable 2nd place finish.

GAME BOY

THE WINNER IS:

Mega Man in Dr. Wily's Revenge

Everyone seems to love Mega Man! The novelty of being able to use so many different weapons and items makes every Mega Man game a sure winner. This game, Mega Man's first Game Boy quest, is in no way different.



2ND PLACE
Final Fantasy Adventure
3RD PLACE
Operation C

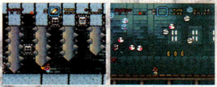
Making the world a better place to live seems to be the common theme with 2nd and 3rd place finishers.

SUPER NES

THE WINNER IS:

Super Mario World

We're not biased, but there was hardly cause to count the votes in this category! As we all know, the Super Mario theme is tried and true, but it's hard to imagine any game getting higher marks in the fun category.



2ND PLACE
Final Fantasy II
3RD PLACE
SimCity

An RPG and a simulation game, both requiring quite a bit of thought to play well, made respectable showings.

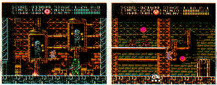
For Best Challenge

NES

THE WINNER IS:

Ninja Gaiden III

The game-playing public knows a challenging game when they see one! Some may consider this to be an upset victory, but those people will be the ones who have never played the third game in the Ninja Gaiden series.



2ND PLACE
The Simpsons: Bart vs. the Space Mutants
3RD PLACE
Battletoads

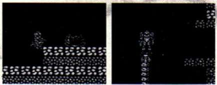
Bart Simpson's first NES game edges out the Battletoads for 2nd place. The 'Toads will have to settle for 3rd.

GAME BOY

THE WINNER IS:

Metroid II: Return of Samus

With a wide variety of enemies, weapons, terrain and game endings in Metroid II, Game Boy aficionados have given a definitive nod to Samus Aran in the challenge department. How fast can you finish the game?



2ND PLACE
Final Fantasy Legend II
3RD PLACE
Mega Man in Dr. Wily's Revenge

With over 14 worlds to explore, the challenge of Final Fantasy Legend II edges out the heroic Mega Man.

SUPER NES

THE WINNER IS:

Super Ghouls 'N Ghosts

Yes! A well-deserved win! This is a truly challenging game. Arthur must complete his quest not once, but twice! Super Ghouls 'N Ghosts features some of the most challenging enemies we've ever seen in a video game.

2ND PLACE
SimCity
3RD PLACE
Pilotwings

Becoming the mayor of a Megalopolis or attaining expert pilot status is challenging enough for many gamers.

For Best Play Control

NES

THE WINNER IS:

Battletoads

NES gamers everywhere were hooked on controlling the radical Battletoads in 1991. The voting was not even close in this category. Again, a tip of the hat to a fantastic game.

2ND PLACE

MetalStorm

3RD PLACE

Kabuki: Quantum Fighter

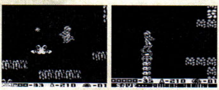
Innovative and unique Play Control qualifies these two games for 2nd and 3rd places. A good showing by both.

GAME BOY

THE WINNER IS:

Metroid II: Return of Samus

Controlling Samus Aran and her almost unlimited jumping power provides great fun for all who play this game. Having easy access to many new weapons and Power-Up Items also makes it enjoyable.



2ND PLACE

Battletoads

3RD PLACE

Castlevania II: Belmont's Revenge

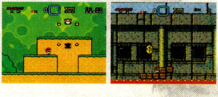
In a fairly close race for 2nd place, the small-screen version of Battletoads nips Mr. Belmont at the wire.

SUPER NES

THE WINNER IS:

Super Mario World

Making Mario run, jump and fly around the 96 immense areas of Dinosaur Land became a favorite pastime for many people in the latter half of 1991. Fly on, Mario!



2ND PLACE

F-Zero

3RD PLACE

ActRaiser

Intense racing action lifts F-Zero into the 2nd place slot. It gave Super Mario World a run for its money.

For Best Multi-Player Simultaneous (any system)

THE WINNER IS:

Battletoads (NES)

No surprise here. Double your enemy-thrashing fun with the two-player simultaneous action of Battletoads. Help Rash and Zitz rescue their buddy, Pimple. The 'Toads are the gaming definition of a "power trio."

GET READY TOADS! DOWN TO THE SURFACE ON THE TURBO-CABLES!

2ND PLACE

Tecmo Super Bowl (NES)

3RD PLACE

F-1 Race (Game Boy)

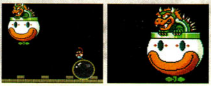
Sports games lend themselves extremely well to multiple-player action. These two games are prime examples.

For Best Overall Villain (any system)

THE WINNER IS:

Bowser (Super Mario World)

Mario's main adversary scored extremely high in the Villain category. It's amazing how he always manages to kidnap Princess Toadstool. Everybody loves to hate the evil Bowser. Winning this award proves it!



2ND PLACE

Dr. Wily (Mega Man in Dr. Wily's Revenge)

3RD PLACE

Sardius (Super Ghouls 'N Ghosts)

It seems like everyone else loathes Dr. Wily! Sardius must have made an impression on players as well.

For Most Innovative Game: (any system)

THE WINNER IS:

Final Fantasy II (Super NES)

An extremely innovative RPG, Final Fantasy II delivers throngs of characters, modes of travel, locations, spells, weapons and enemies. Have you ever travelled to the moon before?

2ND PLACE

Pilotwings (Super NES)

3RD PLACE

Smash T.V. (NES)

Innovative control options make PilotWings and Smash T.V. stand above most of the crowd.

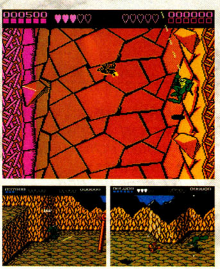
Overall Best Games

NES

THE WINNER IS:

Battletoads

Absolutely no surprise here! Battletoads was by far the best NES game released in 1991. Sure, there were other great games released in 1991, but none could match the quality and sheer playing enjoyment that Battletoads provided. Congratulations are certainly in order for Rash, Pimple and Zitz!



2ND PLACE

Tecmo Super Bowl

3RD PLACE

Ninja Gaiden III

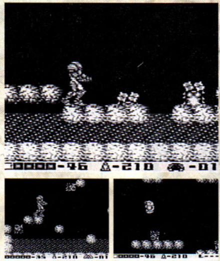
This category provided the best race for 2nd place. The follow-up to Tecmo bowl just edged Ryu.

GAME BOY

THE WINNER IS:

Metroid II: Return of Samus

Samus proves that no matter what planet she travels to, the adventure will always be exciting. The need for a second adventure for Samus grew from just one life-sucking Metroid left over from the first adventure. Game Boy was lucky enough to play host this time.



2ND PLACE

Mega Man in Dr. Wily's Revenge

3RD PLACE

Final Fantasy Adventure

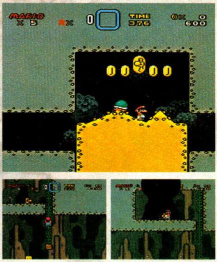
Mega Man and Final Fantasy Adventure both made impressive runs for the Overall title in the Game Boy division.

SUPER NES

THE WINNER IS:

Super Mario World

Mario ruled supreme in the Super NES Overall category in 1991. It's no surprise. Every aspect of Super Mario World was fantastic. Mario's mission to rid Dinosaur World of Bowser and his minions was truly a delight to see and play. Let's not forget Yoshi! He played a big part in boosting Super Mario World to the top of the heap.



2ND PLACE

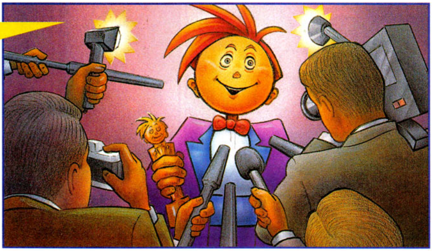
Final Fantasy II

3RD PLACE

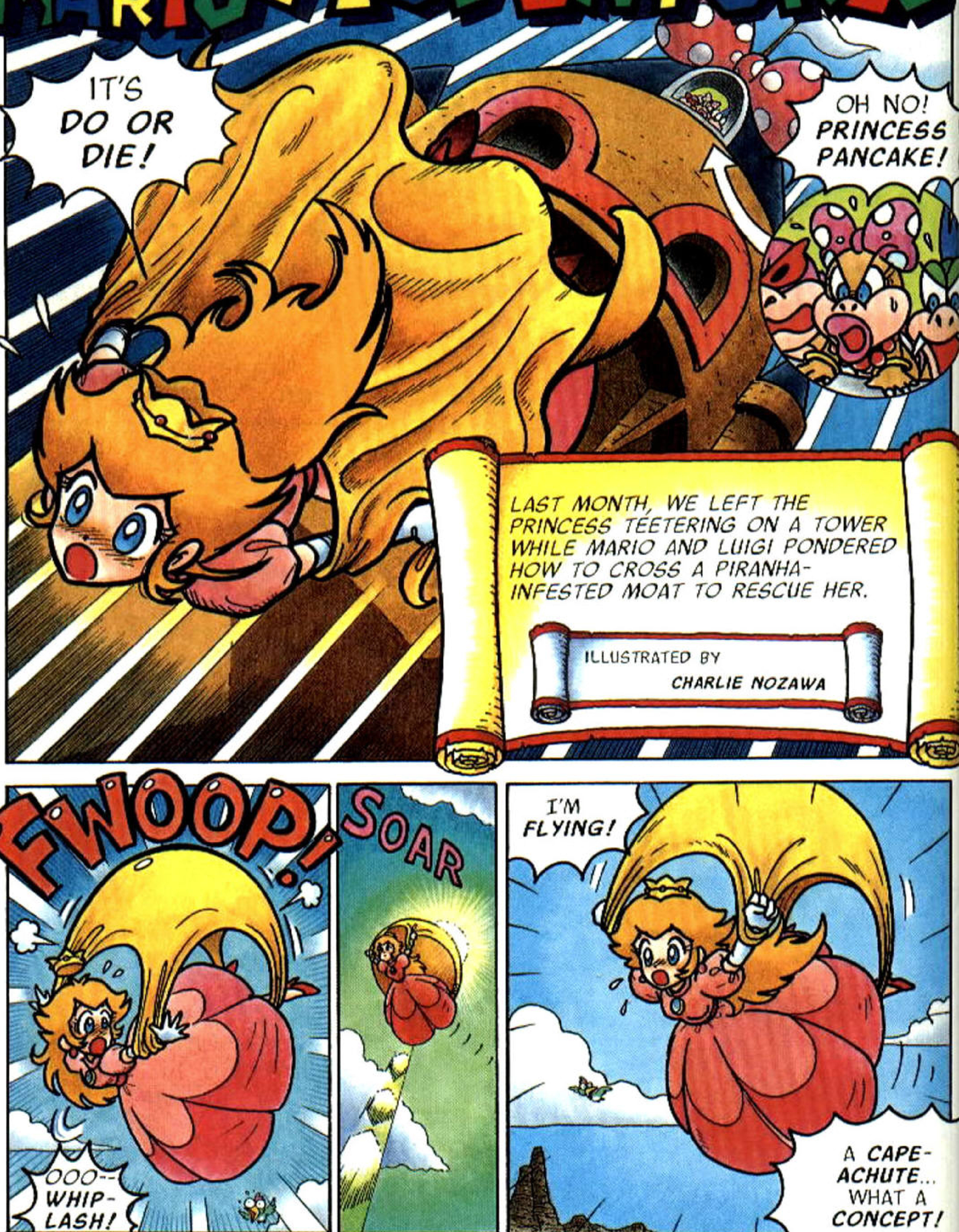
ActRaiser

Cecil and his group make an impressive 2nd place showing while ActRaiser follows up in 3rd place.

"I don't know why the editors won't let me vote on the games. The only thing they'll let me do is hand out the awards. Once again, the winners were obvious to me. I could have picked them in my sleep. Oh yeah . . . those statues don't look anything like me! Oh well. Congratulations to the winners and thanks for voting."



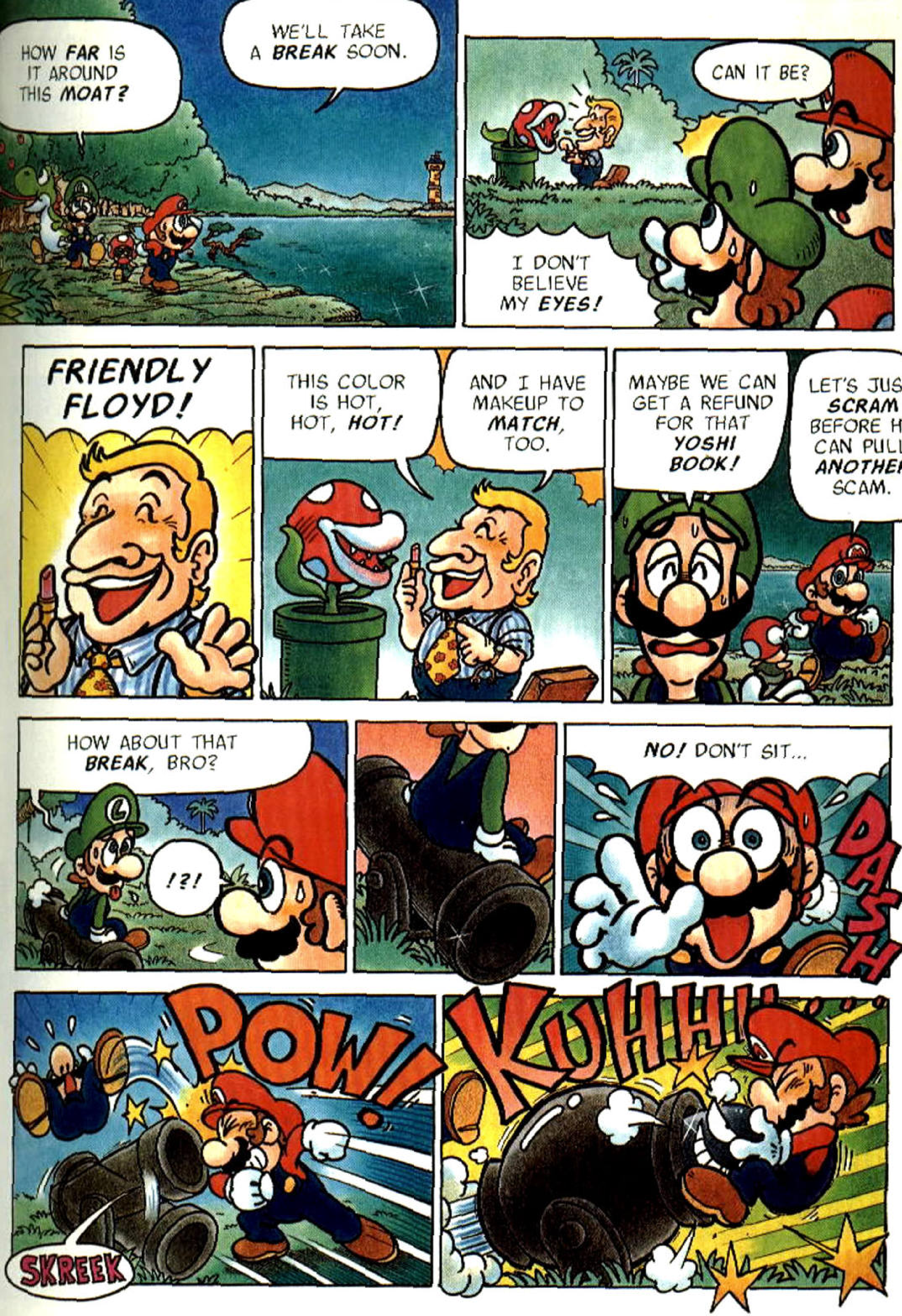
SUPER MARIO ADVENTURES

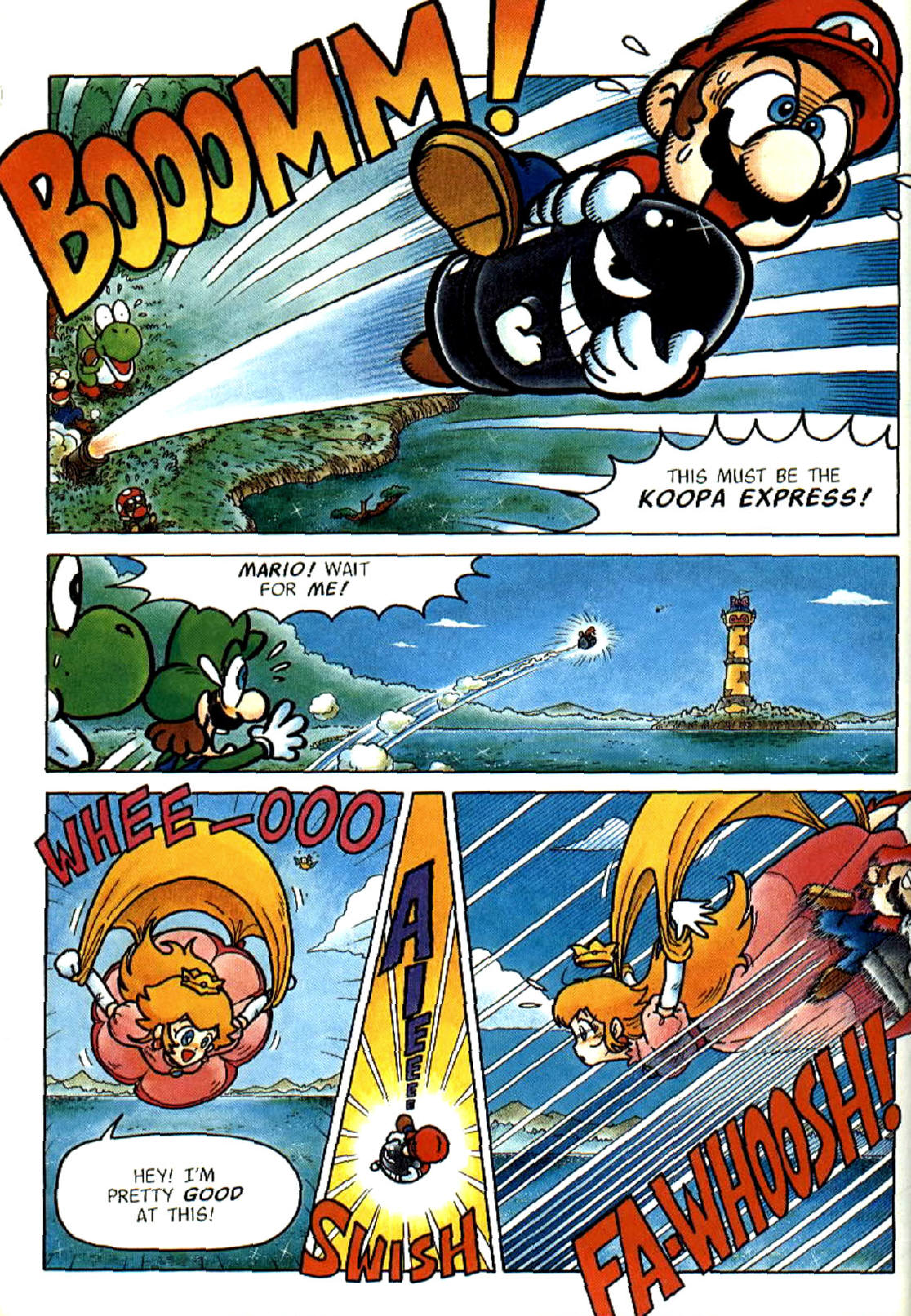


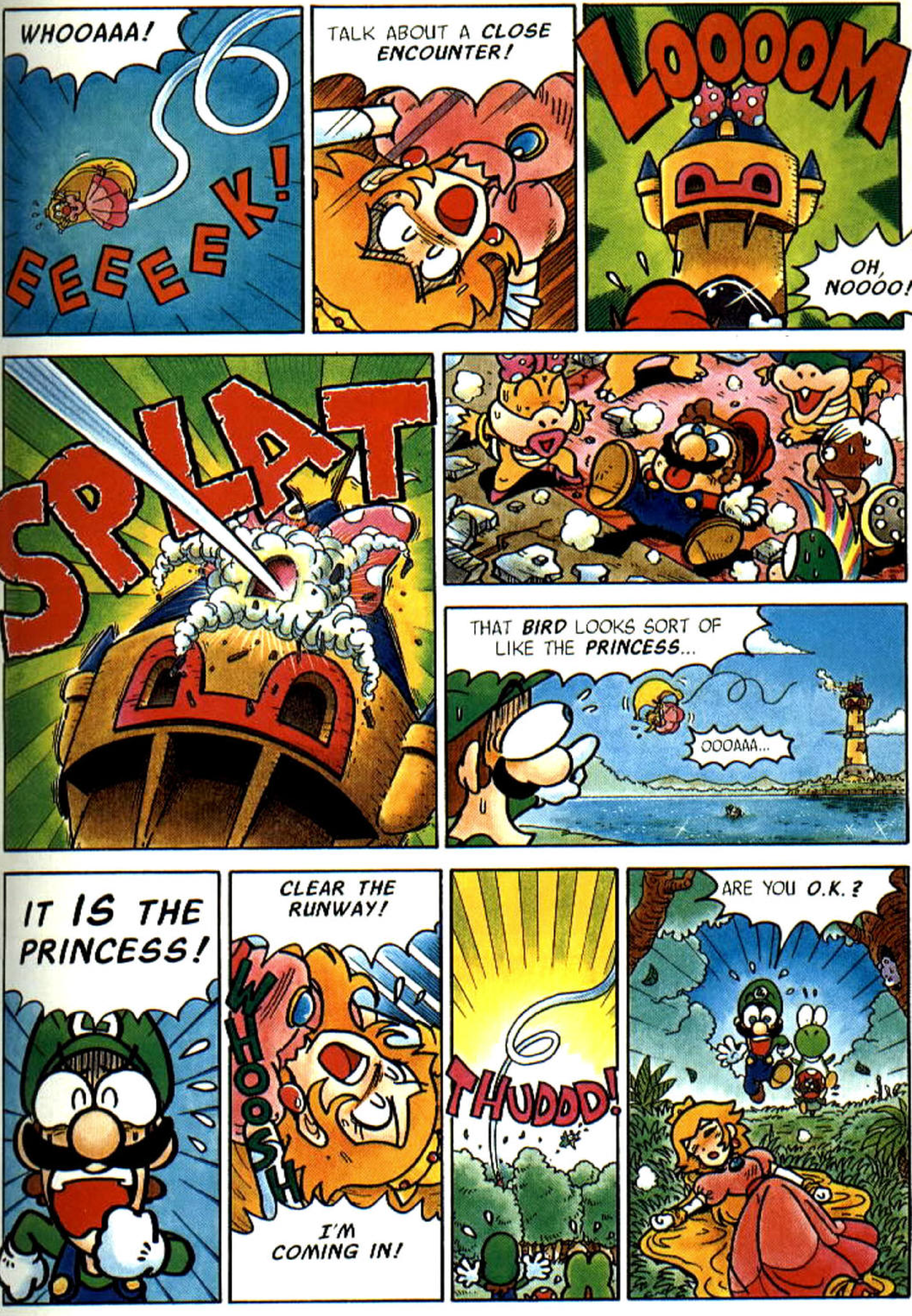
LAST MONTH, WE LEFT THE PRINCESS TEETERING ON A TOWER WHILE MARIO AND LUIGI PONDERED HOW TO CROSS A PIRANHA-INFESTED MOAT TO RESCUE HER.

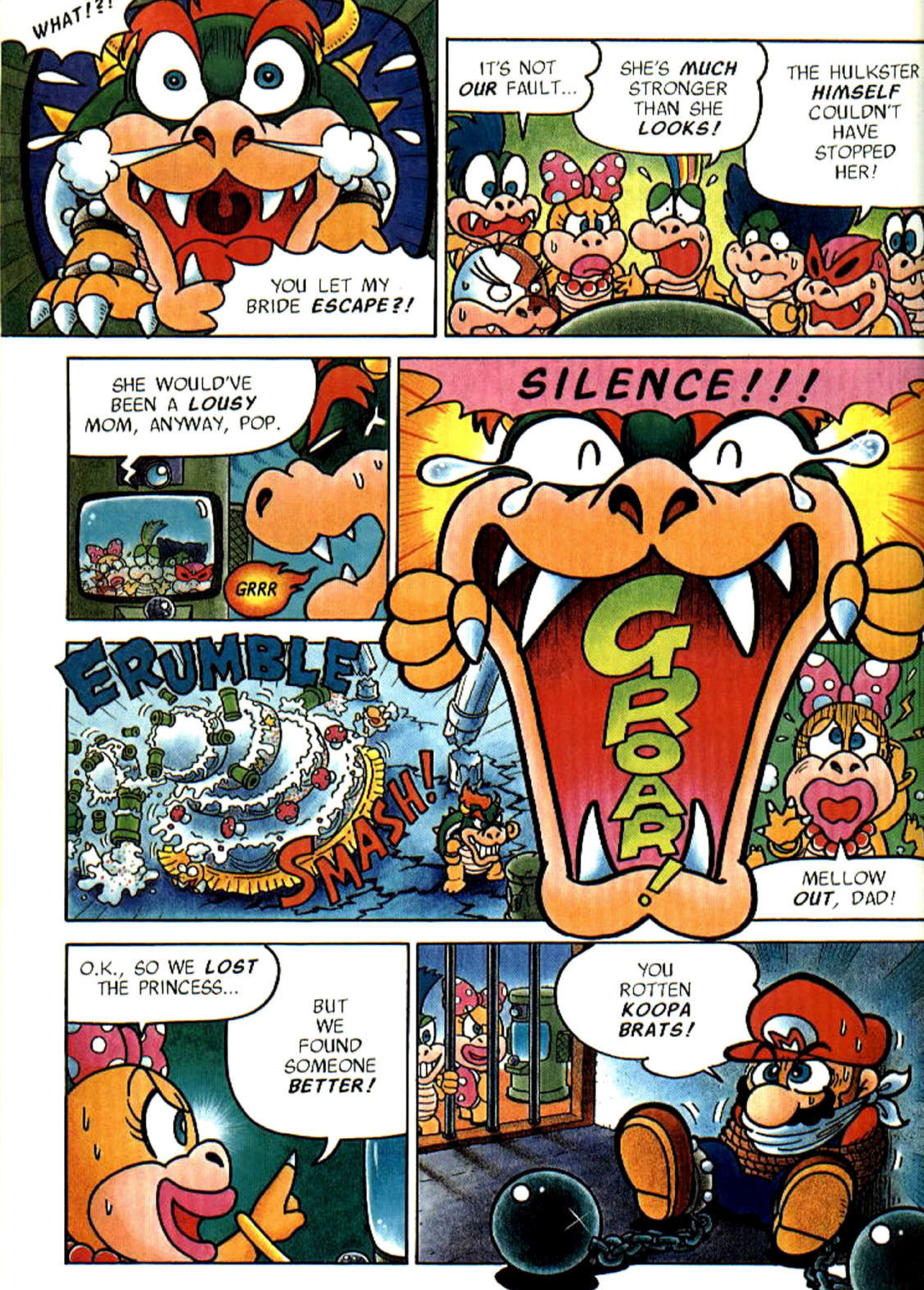
ILLUSTRATED BY
CHARLIE NOZAWA

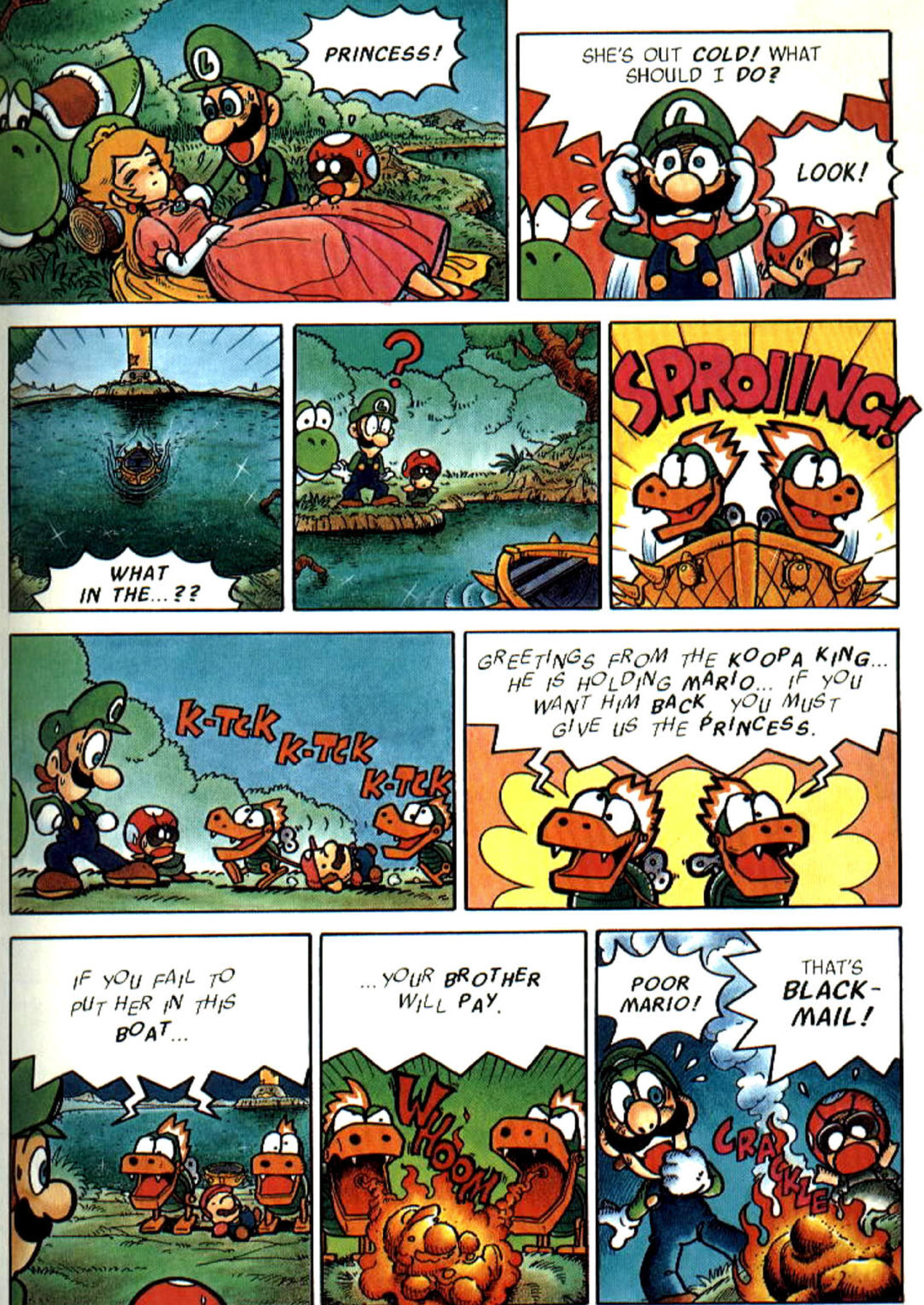
IT'S DO OR DIE!
OH NO! PRINCESS PANCAKE!
FWOOP!
SOAR
OOO-- WHIPLASH!
I'M FLYING!
A CAPE-ACHUTE... WHAT A CONCEPT!

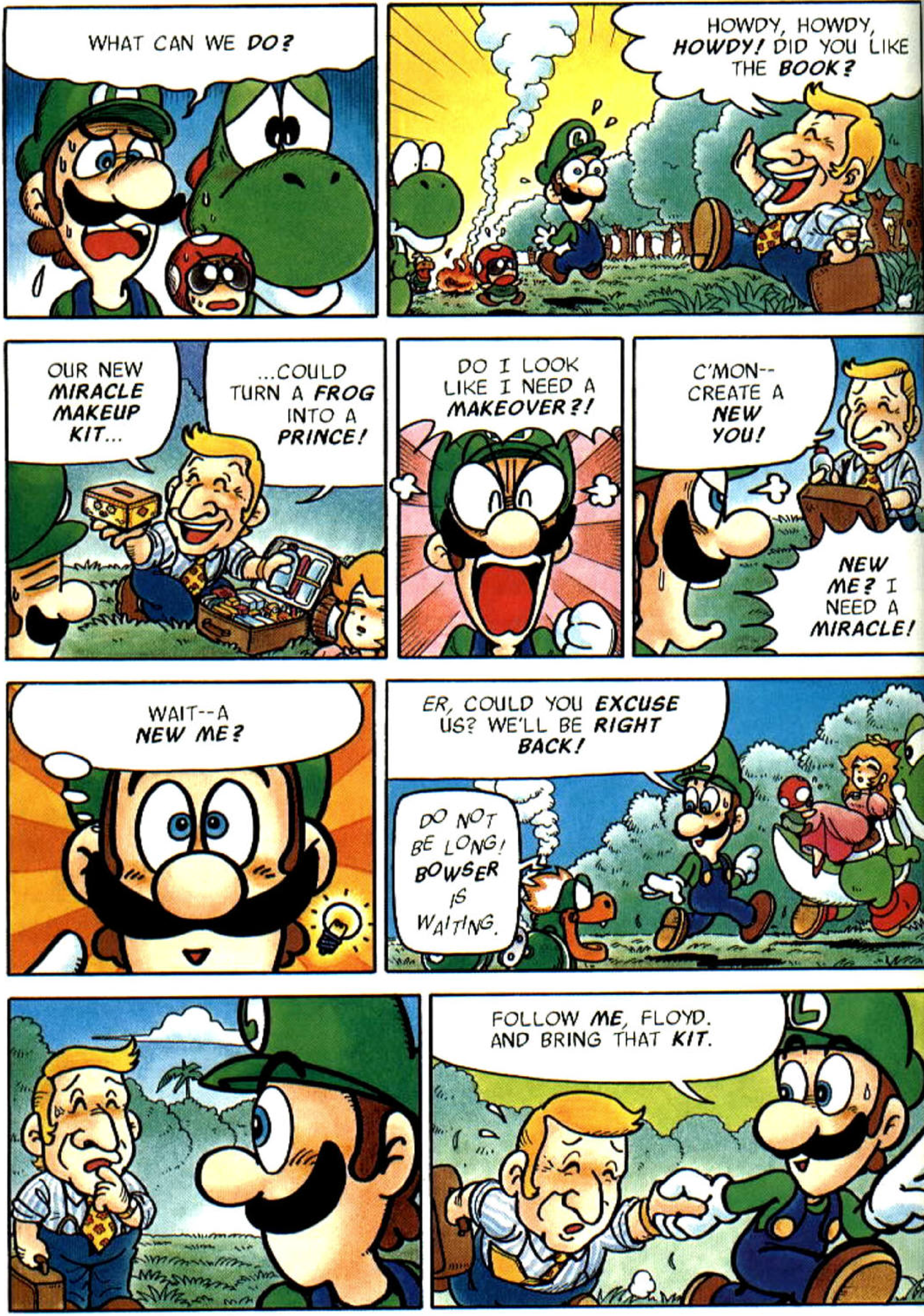

HOW FAR IS IT AROUND THIS MOAT?
WE'LL TAKE A BREAK SOON.
CAN IT BE?
I DON'T BELIEVE MY EYES!
FRIENDLY FLOYD!
THIS COLOR IS HOT, HOT, HOT!
AND I HAVE MAKEUP TO MATCH, TOO.
MAYBE WE CAN GET A REFUND FOR THAT YOSHI BOOK!
LET'S JUST SCRAM BEFORE HE CAN PULL ANOTHER SCAM.
HOW ABOUT THAT BREAK, BRO?
!?!
NO! DON'T SIT...
DASH
POW!
SKREEK
KWUHHH!...

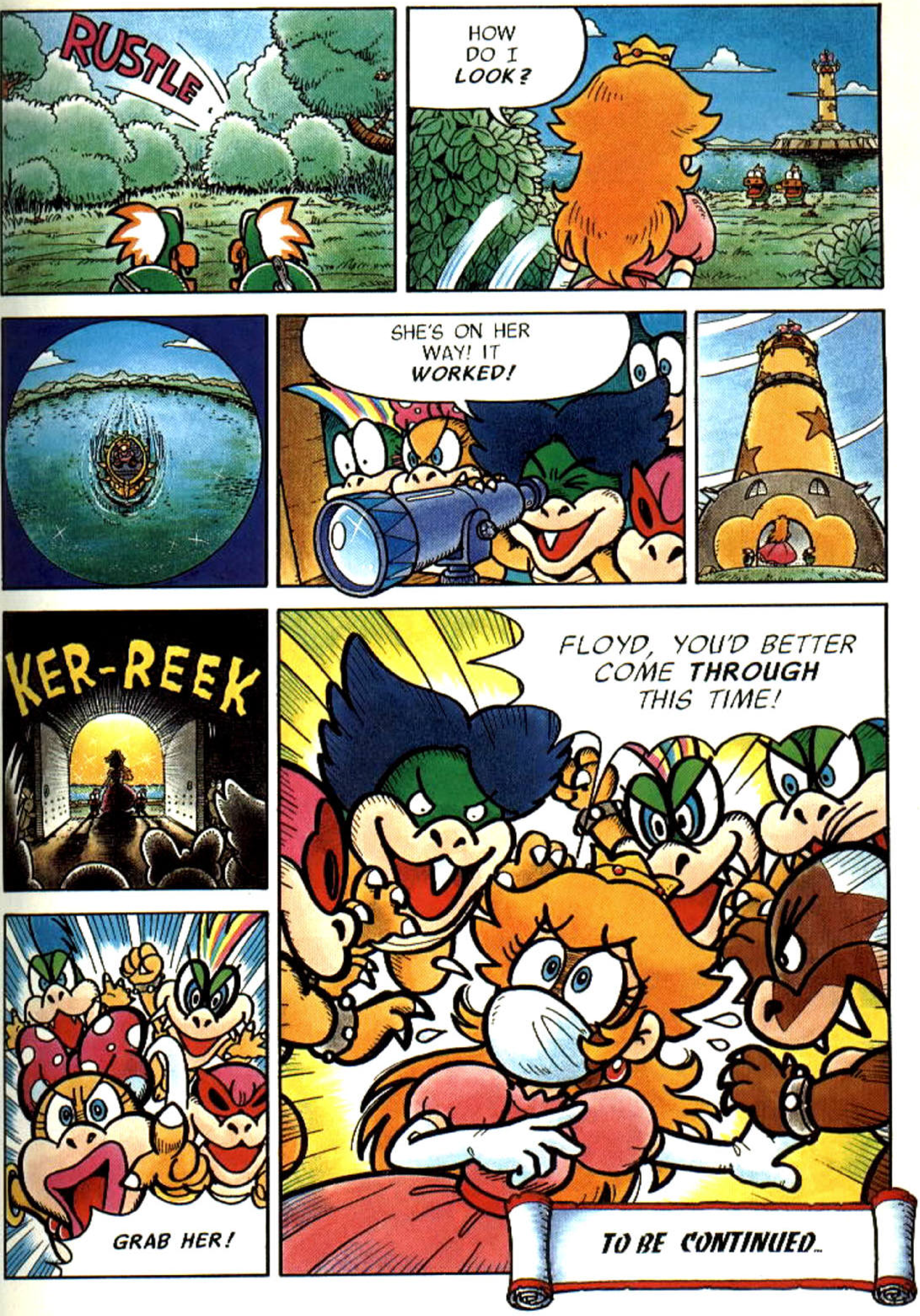

BOOOMM!
THIS MUST BE THE *KOOPA EXPRESS!*
MARIO! WAIT FOR *ME!*
WHEE-OOO
HEY! I'M PRETTY *GOOD* AT THIS!
AIEEEE!
SWISH
FA-WHOOSH!


WHOOAAA!
EEEEEK!
TALK ABOUT A *CLOSE ENCOUNTER*!
LOOOOM
OH, NOOOO!
SPLAT
THAT *BIRD* LOOKS SORT OF LIKE THE *PRINCESS*...
OOOAAA...
IT IS THE PRINCESS!
CLEAR THE RUNWAY!
WHOOSH
I'M COMING IN!
THUDDD!
ARE YOU *O.K.*?


WHAT!?!
YOU LET MY BRIDE ESCAPE?!
IT'S NOT OUR FAULT...
SHE'S MUCH STRONGER THAN SHE LOOKS!
THE HULKSTER HIMSELF COULDN'T HAVE STOPPED HER!
SHE WOULD'VE BEEN A LOUSY MOM, ANYWAY, POP.
GRRR
SILENCE!!!
GROAR!
CRUMBLE!
SMASH!
MELLOW OUT, DAD!
O.K., SO WE LOST THE PRINCESS...
BUT WE FOUND SOMEONE BETTER!
YOU ROTTEN KOOPA BRATS!


PRINCESS!
SHE'S OUT COLD! WHAT SHOULD I DO?
LOOK!
WHAT IN THE...??
?
SPROIIING!
K-TCK K-TCK K-TCK
GREETINGS FROM THE KOOPA KING... HE IS HOLDING MARIO... IF YOU WANT HIM BACK, YOU MUST GIVE US THE PRINCESS.
IF YOU FAIL TO PUT HER IN THIS BOAT...
...YOUR BROTHER WILL PAY.
WHOOM
POOR MARIO!
THAT'S BLACK-MAIL!
CRACKLE

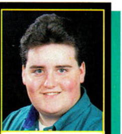

WHAT CAN WE *DO?*
HOWDY, HOWDY, *HOWDY!* DID YOU LIKE THE *BOOK?*
OUR NEW *MIRACLE MAKEUP KIT...*
...COULD TURN A *FROG* INTO A *PRINCE!*
DO I LOOK LIKE I NEED A *MAKEOVER?!*
C'MON-- CREATE A *NEW YOU!*
NEW ME? I NEED A *MIRACLE!*
WAIT--A *NEW ME?*
ER, COULD YOU *EXCUSE* US? WE'LL BE *RIGHT BACK!*
DO NOT BE LONG! **BOWSER** IS WAITING.
FOLLOW *ME*, FLOYD. AND BRING THAT *KIT*.


RUSTLE
HOW DO I *LOOK?*
SHE'S ON HER WAY! IT *WORKED!*
KER-REEK
GRAB HER!
FLOYD, YOU'D BETTER COME **THROUGH** THIS TIME!
TO BE CONTINUED...

COUNSELORS' CORNER!

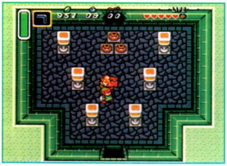
THE LEGEND OF ZELDA: A LINK TO THE PAST

WHERE ARE THE SHOES?

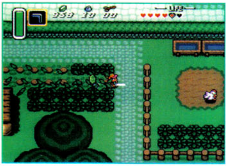


Shane Lewis

Early in the game, Link's powers can really use a boost. One of the most useful items is the pair of Pegasus Shoes, which allow Link to sprint out of dangerous situations and to knock over piles of stones and some other objects. After completing the Eastern Palace, return to Sahasrahla's Hiding Place nearby. The old sage will give you the Shoes as a reward for your courage. Simply press the A Button for the Dash Attack.



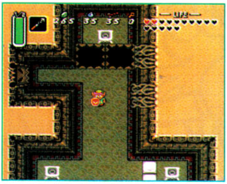
After defeating the Armos Knights in the Eastern Palace, visit Sahasrahla to obtain the Pegasus Shoes.



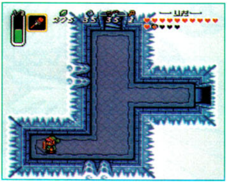
Knock over piles of stones, crash into trees, dash through bushes and escape from foes using the Shoes.

HOW DO I ENTER SECRET ROOMS?

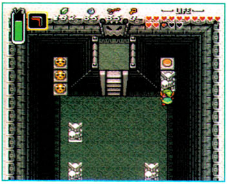
Many dungeons and places contain secret switches to operate doors. Try everything: push statues and stones, pull on levers and objects, light Lamps with your Lantern, hit distant Crystal Switches with your Boomerang, use Arrows and Bombs in places where you can see the outline of a door, and smash into things at high speed. Some loose tiles act as Switches, but if you step on them twice, they may close the door.



Lamps should be lit at all times. If their flames have gone out, use the Lantern to rekindle them.



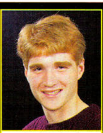
Floor tiles open and close shutter doors. Step on a tile once to open a door, twice to close it.



Sometimes you must place an object like a statue on a Switch to make the door stay open.

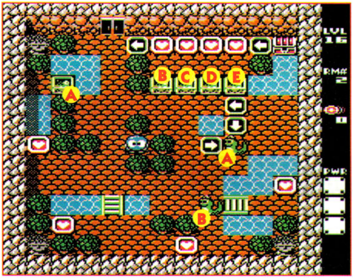
THE ADVENTURES OF LOLO III

HOW DO I GET THROUGH ROOM 16-2?

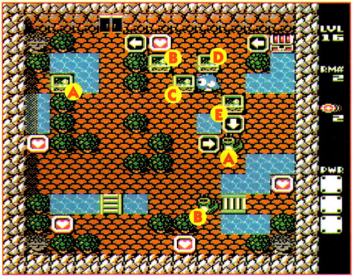


Joel Arends

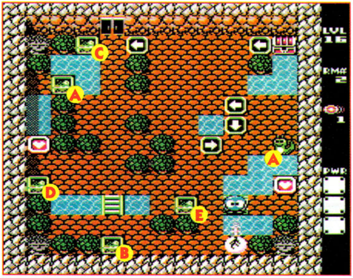
Follow the directions step by step to get Lolo through room 16-2 safely. Note the position of Emerald Framers (Green Boxes) and Snakeys. Begin by using Lolo to push Framers B and D up one space and Framer C right one space. Take all of the Hearts at the top except for the furthest Heart to the left. Push Framer E down one space and Framer C left one space, down, left and back to the door. Get the Heart above Framer B then push Framer C left to the tree and Framer B across the left bridge and down to the bottom wall. Take the bottom left Heart and push Framer D down and left until it is below the far left Heart. Next, egg Snakey A and push it right all the way to the wall. Push Framer E left two spaces and down to the tree. Egg Snakey B and push him down the wall, then run across the left bridge to pick up the lowest Heart. Push the Snakey Egg right one space. Get on the right bridge and shoot the egg off the screen before it hatches. Push Framer E right to the wall below the right Heart. Egg Snakey A and push it into the water. Get the Heart and run to the spot below where Snakey B will reappear. Before Snakey A reappears, push Snakey B up two spaces, left one space, and up three more spaces. Egg the Snakey again, and push it all the way left, then up into the water. Push Framer A left one space, then cross over to the other side of the water. Get the last Heart. Position Lolo below Snakey B before it reappears. When it does appear, push Snakey B up three spaces and Snakey A up one space. Push Snakey B up into the water, get on it, and push Snakey A over to the right wall and into the water. Ride the Egg to the Jewel Chest to complete the room. Whew!



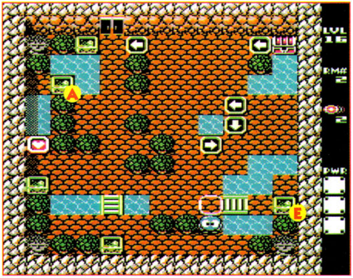
Push Framers B and D up one space and C to the right. Leave the Heart furthest to the left to block the Medusa shot from the far lefthand corner.



Push Framer E down, then push Framer C around the tree and up to the door to block the shots from the Medusa top left. Now get the final top Heart.



Push the Snakey Egg right one space so it is sitting next to the tree. Go around to the bridge above and shoot the egg off screen before it hatches.



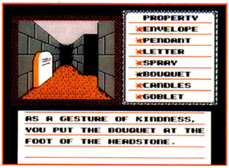
Wait for Snakey B to reappear. When he appears, push him up and left to the water. Push Framer A against the wall. Now you can get the last Heart.

THE UNINVITED

HOW DO I GET THE JEWEL?

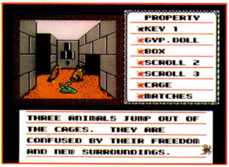
Mark Cottrell

You must venture into the maze of the Labyrinth to take the Jewel from the Blob. A clue is written on the markers, "The bouncing creature loves things that fly." That clue refers to the Hawk as the thing that flies, but you must have the Cage to catch it. Get the Cage in the Trophy Room before going into the maze. From the entrance of the Labyrinth, use the Move Box and cursor and follow these directions: go Up one, Left two, Up two, Left two, Up four, Right six and Down two to reach the Tombstone that says something about roses. Place the Bouquet on the Tombstone and the Tombstone will open. Move forward and unlock the wall cages, then take the Hawk using the Cage. When you reach the Blob nearby, release the Hawk from the Cage and take the Jewel that is revealed. Leave the Labyrinth quickly using the TELEMAZE spell.


PROPERTY
*ENVELOPE
*PENDANT
*LETTER
*SPRAY
*BOUQUET
*CANDLES
*GOBLET

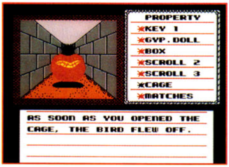
AS A GESTURE OF KINDNESS, YOU PUT THE BOUQUET AT THE FOOT OF THE HEADSTONE.

To reach the Tombstone, go Up one, Left two, Up two, Left two, Up four, Right six and Down two.


PROPERTY
*KEY 1
*GYP.DOLL
*BOX
*SCROLL 2
*SCROLL 3
*CAGE
*MATCHES

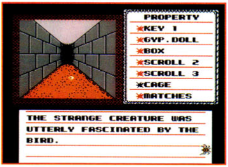
THREE ANIMALS JUMP OUT OF THE CAGES. THEY ARE CONFUSED BY THEIR FREEDOM AND NEW SURROUNDINGS.

Use the Cage from the Trophy Room on the Hawk, but don't touch the Cat or the Snake.


PROPERTY
*KEY 1
*GYP.DOLL
*BOX
*SCROLL 2
*SCROLL 3
*CAGE
*MATCHES

AS SOON AS YOU OPENED THE CAGE, THE BIRD FLEW OFF.

When you find the "bouncing creature who loves things that fly," release the Hawk.

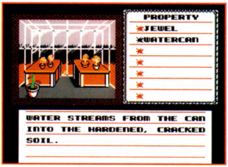

PROPERTY
*KEY 1
*GYP.DOLL
*BOX
*SCROLL 2
*SCROLL 3
*CAGE
*MATCHES

THE STRANGE CREATURE WAS UTTERLY FASCINATED BY THE BIRD.

With the Jewel, leave the Labyrinth using TELEMAZE and go to the Magisterium.

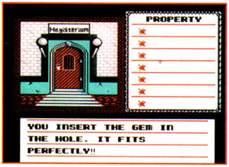
HOW DO I ENTER THE MAGISTERIUM?

Actually getting into the Magisterium is easy if you have the right equipment. When you are at the door, use the Jewel, which is taken from the Bouncing Blob in the Labyrinth as described above. Place the Jewel in the hole in the top of the door. Now you can move up into the Magisterium. Inside, you'll need the Fruit to get past the Blue Creature. If you don't have it, go to the Greenhouse, take the Watering Can, fill it using the faucet outside the Greenhouse, go inside, water the Flower Pot and repeat the process until the plant produces the Fruit. Inside the Magisterium, you'll find three doors. Look for the Laboratory dead ahead and the Observatory to the right. The left door is a fake that won't open. Use the Card from the Study and Scroll 2 to get the Safe's combination in the Laboratory.


PROPERTY
*JEWEL
*WATERCAN
*
*
*
*
*

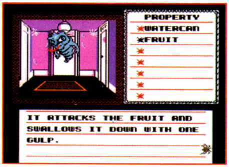
WATER STREAMS FROM THE CAN INTO THE HARDENED, CRACKED SOIL.

Get the Fruit in the Greenhouse by watering the Flower Pot with the Can many times.


Magisterium
PROPERTY
*
*
*
*
*
*
*

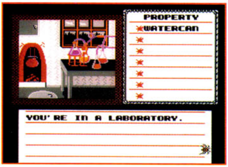
YOU INSERT THE GEM IN THE HOLE. IT FITS PERFECTLY!!

Use the Jewel from the Labyrinth in the spot above the door to open the Magisterium.


PROPERTY
*WATERCAN
*FRUIT
*
*
*
*
*

IT ATTACKS THE FRUIT AND SWALLOWS IT DOWN WITH ONE GULP.

Give the Fruit to the Blue Creature in the Magisterium to make it go away.


PROPERTY
*WATERCAN
*
*
*
*
*
*

YOU'RE IN A LABORATORY.

In the Lab, through the right door, open the Safe using the Card and Scroll 2.

FINAL FANTASY LEGEND II

HOW DO I RAISE HUMAN CHARACTER ABILITIES?

Josh Fooks

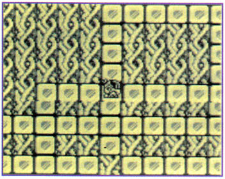
Human characters build up Strength and Agility by fighting, while Mana is increased by fighting with Magic spells. Humans can use heavy weapons while fighting to increase Strength so that each hit during battle inflicts greater damage on the enemy. Agility is increased by fighting with light weapons. Greater Agility increases the number of times a human can hit an opponent during battle. The weapons listed can be purchased in shops. Special, hidden weapons can also increase Strength and Agility.

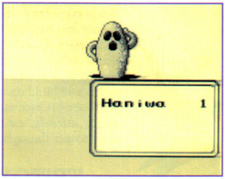
STRENGTH
HAMMER *AXE* *LONG SWORD* *BATTLE SWORD* *GOLD SWORD*
Use heavy melee weapons like those above to increase a Human character's strength.

AGILITY
WHIP *SABRE* *SYPHA* *RAPIER* *LASER SWORD* *CATCLAW*
Fight with light weight weapons such as these to build Agility.

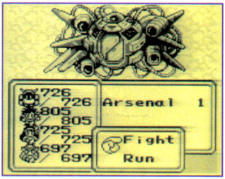
WHERE IS THE SEVEN SWORD?

After the battle with Apollo, you will descend into the center of the world. Here you may encounter the Haniwa. These tough creatures appear at random as you walk around. The Seven Sword appears only after defeating a Haniwa. You may have to fight and defeat many Haniwa or just one to get the Sword.


Once Apollo has been defeated in the Celestial Temple, wander around the center of the world.

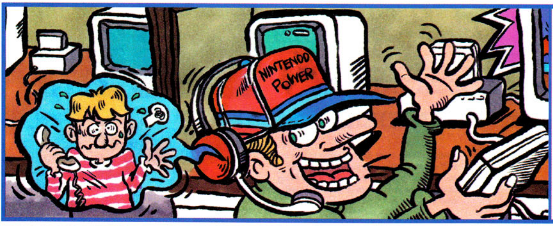


The Haniwa appear at random. Defeat several of them to obtain the Seven Sword.



If you defeat the Haniwa and receive the Seven Sword, fight the final battle with Arsenal.

PLAY WITH THE POWER OF THE PROS



WRITE TO:

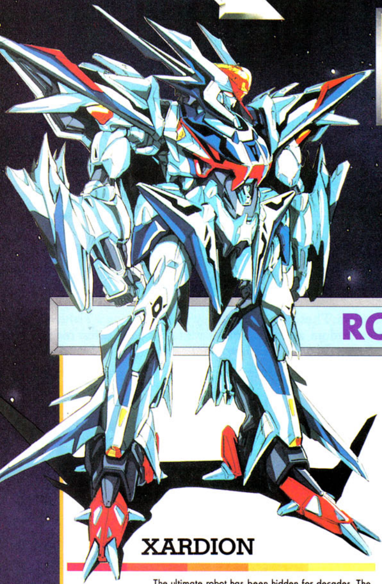
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

TM Asmik Corporation of America

XARDION™



A LEGEND OF DEEP SPACE!
A FUTURISTIC BATTLE!
A DOOMSDAY ROBOT!

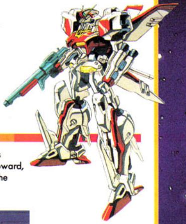
The Alpha One System has been invaded by computer aliens. Using three sophisticated robots, you must unravel the webs of time, find Xardion—the ultimate deterrent—and end the war. Asmik's space action game lets you switch between super-bots, collect cool weapons and save via Battery Pak. Good graphics and music hold your attention through four planets on the way to Xardion.

ROBOTS R' US

Warbots consist of exotic alloys and super computers, but they are not invulnerable to attack. Each has its own strengths and weaknesses. Learn about all three robots by operating them. You'll collect experience points for destroying enemies, and those points will build up the strengths of your robots. Once each bot has built up life reserves, use them like a tag team to get through tough stages.

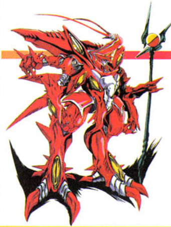
XARDION

The ultimate robot has been hidden for decades. The powers of this machine are said to be unbelievable, but you must find Xardion before you can end the threat to the Alpha One System.



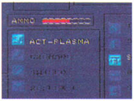
TRITON

The most versatile of the three warbots is Triton. He fires left, right, kneeling and upward, and he's a strong jumper. Use Triton for the easiest passage through most worlds.

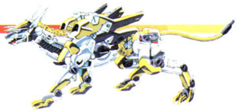


ALCEDES

Alcedes uses a powerful whip to strike down enemies. His special defenses can render him invincible for a short time, but his attacking strength is limited.



Triton's Act-Plasma is one of the four Special Abilities (some defensive, some offensive) you collect for each robot.



PANTHERA

Panthera is the most difficult robot to use in battle, but it is the only one that can enter some areas. Some fights require a low firing position. Again, Panthera is the best or only choice.

EXTRA PUNCH

Collect the Item Canisters found in each stage. In addition to your Special Abilities, you can use whatever Items you have collected. The most useful Items are the Ammo and Sub Tank, but the T-Bombs and Missiles also come in handy. You carry up to five Items in each category.

ITEM CANISTERS

T-BOMB

T-Bombs, or Time Bombs, can be used to destroy blocked passages and walls. They aren't very good weapons.

SUB TANK

Use the Sub Tank to replenish your Life Meter. Carry several Sub Tanks when you go to meet Guardians.

SAVE

The Save Item lets you start over within a stage rather than at the beginning.

MISSILES

Missiles fire in three directions and "home in" on the enemy. They're great when you're out of position.

AMMO

The Ammo Item replenishes your Ammo Meter when it is depleted. Each time you use a Special Ability, some of your Ammo is spent.

LIFE PODS

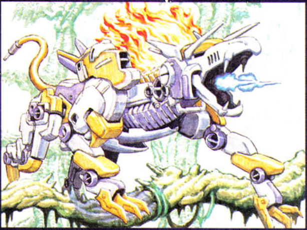
Boost your Life Meter with these Pods. If one of the robots has a depleted Life Meter, that robot should take the Life Pod.

SPECIAL ABILITIES

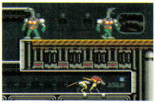
Take the Golden Pods in each world to give your robots Special Abilities.

OCEANSPHERE

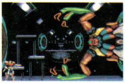
DREADNOUGHTS OF THE DEEP



BREAKING OUT OF THE BASE



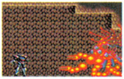
The Base is run by a giant, insectile creature named Arms. Before you reach Arms, however, your robots will face a bevy of baddies. Watch out for the ships that drop missiles, and don't miss the Transport to the hidden area at the end. Only Panthera can activate the Transport.

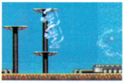


When Arms fires two energy balls, stand on the middle platform and shoot at its eye as long as possible.

CURRENTS OF DANGER

The undersea world is filled with floating mines and voracious fish. Above the waves, you'll meet cannons mounted on platforms and a heavily armed ship. Be sure to hit the underwater switch at the end of the stage to turn off the energy beam. Shoot the Water Guardian in both blobbish eyes to finish the stage.





You'll have to come back much later in the gqme to beat the Octopus, which is found in a hole in the ocean floor. You can defeat the cannons and Guardian with your regular blaster.

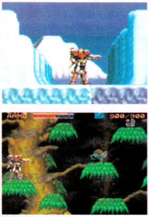
HOLLOWSPHERE
FIERA
SPACE SHIP
OCEANSPHERE

The fourth planet is NGC-1611 where all the trouble began. That world is your goal.

HOLLOWSPHERE BATTLE IN THE CENTER OF THE WORLD

JUNGLE GYMNASTICS

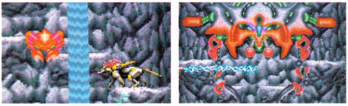
Drop into the heart of the ice-shelled planet—Panthera's home—to discover the tropical jungle within. The poisonous moths and boomerang-throwing apes attack almost continuously. One fall from a branch means you'll have to start over. If you survive the jungle, you must scale a cliff crawling with enemies. Everything from stones to bird nests avalanche down at you during the ascent. At the top awaits an armored, crab-like Guardian.



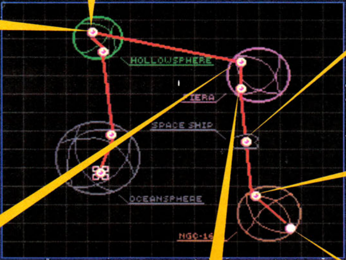
Although this is Panthera's home world, use Triton to cruise through the two stages of Hollowsphere. (Alcedes and Panthera provide a greater challenge.) Continuously fire when moving to the right. This method will destroy many enemies before they get a chance to fire at you.

CLIFF NOTES

Keep your head up as you climb. Danger always comes from above. Blast the red creatures as they drop down. Split the boulders. Watch out for salmon that jump out of the waterfall and don't miss the pod beside the nest top left.

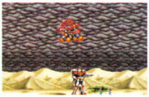


Attack the Crab's eyes from the left ledge when the pincers are waving and shoot the Red Heads when they fly overhead.

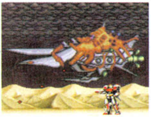


ROBOTS IN THE RUINS

The planet of Fiera is the home world of Alcedes. It is also the place where Xardion was built. Here you'll find the war raging amidst the ruins of a human city. Soldiers and paratroopers will attack anything that looks like a robot . . . and that means you. The second stage of the world is an elevator defended by life-forms and energy beams. Use a variety of robots in your attack and make sure you collect the Items from the outer ledges.



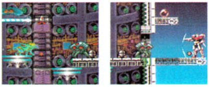
The humans of Fiera look tiny, but they can still damage and destroy giant robots. You can't attack most of them, so pass quickly through this area.



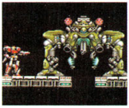
After passing a graveyard of tanks, an impressive-looking air ship appears, attacking with homing energy balls, bullets and lasers. Shield Triton and attack from the left side.

RISING TO THE OCCASION

This isn't your normal elevator ride. First, you must jump from one elevator platform to another. Second, you are attacked by beams and beasts while riding the elevators. Third, you must jump off the elevators to collect hard-to-reach Items. Fourth, one misstep and you have to start over at the bottom. Panthera can be useful against squat enemies.



Special Abilities can be useful in this area. Defensive weapons like the Shield can defend you against attacks from the sides, which are otherwise difficult to block. Some Special Abilities like Alcedes' Nuclear Shield make you invincible for a short time.



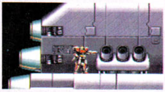
This boss's bark is worse than its bite. In fact, it has practically no bite at all. Shoot straight up at its gatling guns.

FIERA THE WORLD OF FIRE

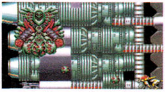
SPACE SHIP THE DOORWAY TO THE GALAXY

ROBOTS OVERBOARD

The action is at lightspeed aboard the space ship. Enemies attack suddenly and quickly, giving you little time to react. There are more types of foes than in previous stages. If you have trouble making progress, use all three robots in a relay to reach the final Guardian.



You can use the Shield for protection against the mounted guns.



Attack this Guardian from both sides while dodging the ball shots.

EASY EXPERIENCE

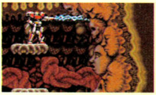
Once you have Xardion you'll want to build up his experience level as quickly as possible. The jungle stage of Hollowsphere is a good place to do it. You can also build up Panthera and Alcedes by returning to the earlier, easier stages. The only way to exit a completed stage is by losing a life or by pushing both Start and Select to return to the map select screen.

return to the map select screen.

THE CORE

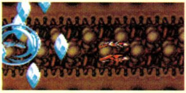
At first this world seems like a green and pleasant place. But no sooner do you set off for a walk through the park than the trees pull up their roots and attack. Inside the planet, you'll find bizarre beings. Even the walls seem to be alive! After the first stage is completed, you'll make an incredible discovery—Xardion, the ultimate robot.

The artificially created world of NGC-1611 is a hostile place. Almost everything here is dangerous.



Soften up the faces with the Reflex-L, then attack the alien head in each of the three positions.

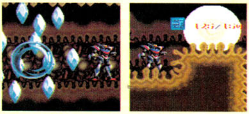
XARDION DISCOVERED!



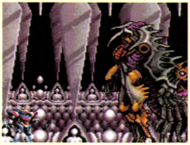
Xardion, the legendary robot, is discovered in the center of the planet, but the cost is high. Now build up Xardion's experience.

END OF A LEGEND

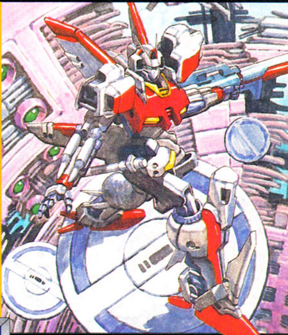
Once you've penetrated the final maze, you'll face an enemy that changes form and grows in strength every time you think you've destroyed it. Make sure Xardion is at full strength and be creative in your attack. Special Abilities are crucial to victory.



After building up Xardion, return to blast the Sun Gate that keeps you out of the maze.



Once you figure out the pattern of attack of the final Guardian, it transforms into a series of monsters, including this final creature who reveals all secrets.



NGC-1611 THE INNER FRONTIER

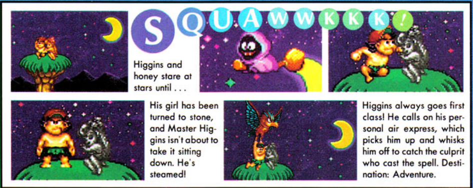
SUPER ADVENTURE ISLAND™

TM&© 1992 Hudson Soft

It's time to return to the tropics. Master Higgins first appeared in the NES version of Hudson's Adventure Island, a challenging adventure. He returned to reprise his role in Adventure Island for Game Boy and Adventure Island II for the NES. Now he's back to explore a big, beautiful paradise on the Super NES. Striking backgrounds and crazy enemies make this the richest adventure yet, but the game's best feature just might be its music. Crank it up, and get ready for adventure with a tropical beat!

STAR LIGHT, STAR BRIGHT

As Higgins and his girl sit peacefully beneath the starry sky, a curious creature suddenly swoops in and casts a spell that turns her to stone. Hurry, Higgins, follow that broom!



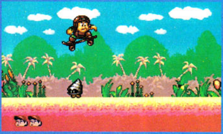
Higgins and honey stare at stars until . . .

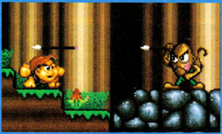
His girl has been turned to stone, and Master Higgins isn't about to take it sitting down. He's steamed!

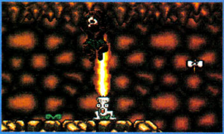
Higgins always goes first class! He calls on his personal air express, which picks him up and whisks him off to catch the culprit who cast the spell. Destination: Adventure.

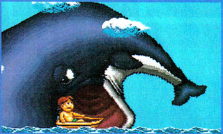
FREE-FALLING FUN

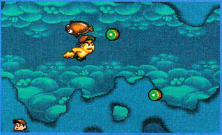
In earlier games, Higgins traveled mostly by dinosaur. This time he swims, skateboards, climbs trees and takes to the rails in a mining car as he explores the island from snowy mountain peaks to dark, dank caverns.

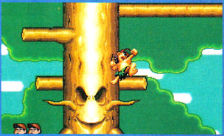

Boardhead Higgins is a rad sidewalk surfer!

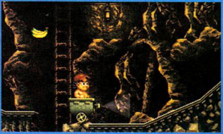

Bad Bamboons chuck spears. Hit the dirt, Hig!

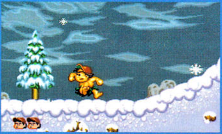

Don't warm up to hot-tempered Smokestack Sammy.

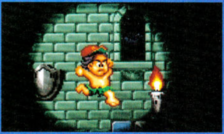

Higgins is a mere morsel to this giant orca.


How long can hardy Higgins hold his breath?


Bound from branch to branch to reach the top.

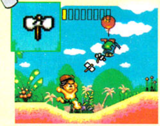

Higgins hops a freight car in the mine tunnels.

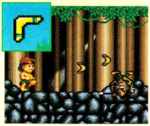

Brrr! He's not dressed for arctic adventure!


Higgins hogs the spotlight and hurls Hammers.

COMB THE BEACHES FOR TRUSTY TOOLS

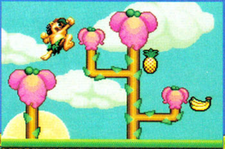
Empty-handed, Higgins must elude his foes. Pick up Hammers and Boomerangs for him to use as weapons.


This Hammer is for hurling.


The Boomerang always comes back.

IT ADDS UP

Higgins starts with three lives and can continue twice, but 1-Ups are few and far between. Earn one by racking up 100,000 points. Others can be found in the hidden mini-stages that sometimes appear when you jump in the right place.

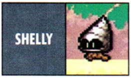


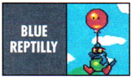
STAGE 1 PALM TREES IN PARADISE

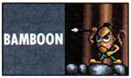
The big bird drops you on a sandy beach amid palm trees and exotic tropical flowers. Paradise! Search for sea Shellies on the seashore, but beware—they're dangerous. Practice jumping different heights and distances. This is an easy stage, so enjoy the scenery while you can.

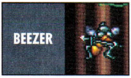
ENEMY ALERT!

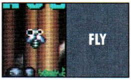
From beach to jungle to volcanic cave, the tropics are teeming with danger. Enemies attack from ahead and behind, so Higgins has to stay on his toes, ready to defend himself, at all times.

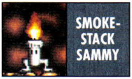


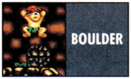


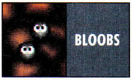










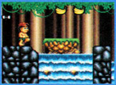


1-2 JUNGLE JUMPIN'

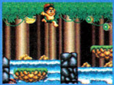
Stage 2 takes you from the bright, sunny beach into the shade of a tropical jungle, where trouble lurks in the lush vegetation. Precise jumps will keep you high and dry, and quick reactions will save your skin. Keep your guard up!

LAND FALL

Don't stand around on the floating islands. Some drop when you land.



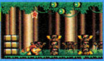
If the platforms falls . . .



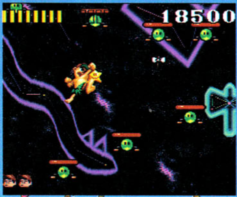
. . . you'll take a dive.

BONUS STAGE

When you find a Bonus, Higgins stretches a bit then shoots into the sky.

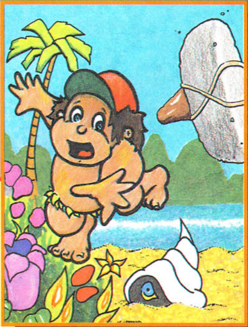


Score big in Bonus Stages. Their locations are marked on the map.



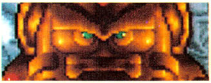
1-3 TUNNEL TIME

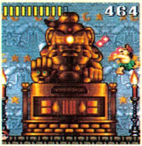
Lava bubbles in the volcanic cave of Stage 3. Don't get too close to Smokestack Sammy—he has a short fuse and a fierce flame. Accurate jumps are critical here, where one slip will result in Higgins flambé. What's at the heart of the volcano?



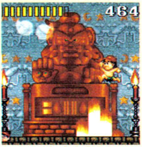
BAMBOOZAL

A fearsome flame-thrower lurks at the end of Round 1. Get ready to do fast footwork and fancy firing.

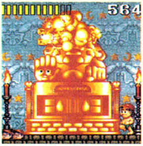




Jump up to fire from the side.



Jump over the fireball and run.



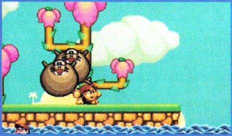
When it explodes, stand clear.

STAGE 2 BACK TO THE BEACH

This time you'll land on another beautiful beach, complete with palms, exotic flowers, and crashing waves. The surf looks inviting, but the only board you'll be riding is a skateboard. Watch out for dashing penguins. Penguins? In the tropics?

2-2 MEET WALLY

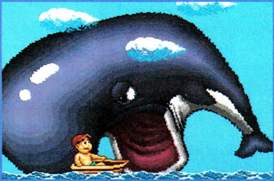
Those pesky Peppies are back in Stage 2, and they're joined by Wally, who is full of hot air.



Do some island hopping here.

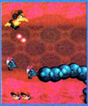
A WHALE OF A TALE

There you are bobbing about in your little dinghy, minding your own business, when along comes a hungry whale.

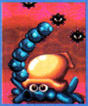


2-3 IN THE SWIM

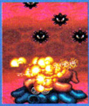
In Stage 3, take a dive into what is NOT your average pool. You've been swallowed by the whale. Now find a way out. Stay up off the bottom and watch out for Lectrons and Flounders.



Dive to the bottom to attack.



Shoot the fish Kraken fires.

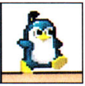


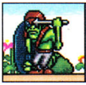
Avoid the tentacle and fire!

ENEMY ALERT!

Confused penguins, electrifying eels and way-out walruses keep you hopping in Round 2. Stay on your toes!

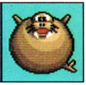
PEPPY

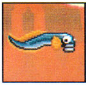




BEACH BUM

WALLY

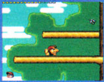




LECTRON

STAGE 3 UP, UP AND AWAY

When you reach the tree, the only way to go is up. Search the branches for fruit and weapons, but move quickly so you won't run out of energy before you reach the treetop. Look before you leap, too, or you might find yourself jumping smack into one of the many meanies that live in the tree. In some places you can uncover hidden fruit by tossing your Boomerang.

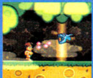


BRANCH BONUS

To boost your score and earn a 1-Up, search for the Bonus Stage hidden somewhere on the branches of the tree. It's near the bottom, and you'll have to jump really high to find it.

3-2 FOGGY FOREST

Mad blue hounds in the misty forest dog your every move, and it's raining Blue Reptillies to boot. Jump and fire!



3-3 DIG IT

In the cave, hop into the mining car and ride the rails to the end of the stage to meet a sneaky snake on a twisting trail.

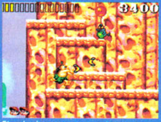
STAGE 4

HEAT WAVE

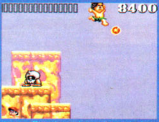
Are those mountains in the background or just a mirage? The heat waves make it hard to tell. In this parched, desolate land, the only thing that falls from the sky is Blue Reptilly.

4-2 PEAK LEAP

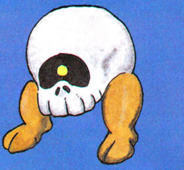
To climb to the top of the mountain, you'll have to leap from crag to crag while avoiding a new enemy, Skullfoot. He's tough to crack—you have to strike twice to take him out. Watch your energy meter!



Fire the boomerang to wipe out Blue Reptilly.



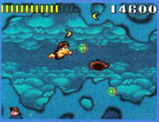
Jump off to the right to the end of the stage.



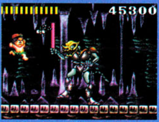
4-3 Aaacckkkk!

It's a long way down from the mountaintop! Your dizzying spin ends in a lake, where the denizens of the deep include Lectrons, Flounders and Wallies.

That's what we call a high dive!



Get into the swim of things.



King Reptilian wields a laser.

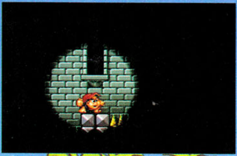
STAGE 5

FROM FURNACE TO FREEZER

After enduring the searing heat of the desert, you might find the snowfields of Stage 1 refreshing—if you had a coat! Peppies dart from everywhere, and the footing will take some getting used to. Dodge Bamboon's spear as you slip and slide your way to the distant Castle.

5-2 LIGHTS OUT!

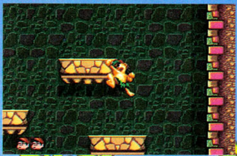
You're the star, and your spotlight is the only light. If you have the Fire Boomerang you can hit approaching enemies, even if you can't see them.



When you enter the Castle, the spotlight's on you!

5-3 THE INNER SANCTUM

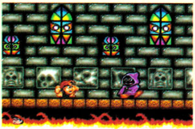
Someone turns the lights on for Stage 3, and it's a good thing because the action is fast and furious. Move to the right then back to the left.



Look for the hidden Bonus Stage in the Castle.

THE DARK CLOAK

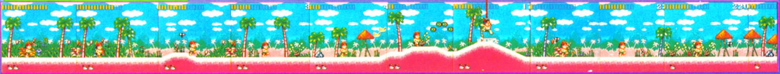
Now you're face-to-face with Dark Cloak. Is the Cloak the mastermind behind this mess? We'll never tell!

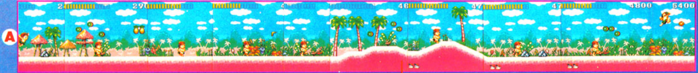


Fire as Dark Cloak darts overhead on the broomstick.

1-1 START

The Skateboard makes your trip quick. If you use it, prepare to react to attacks fast, too.

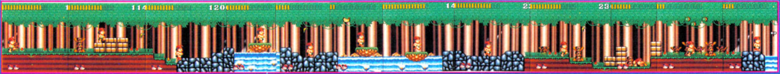


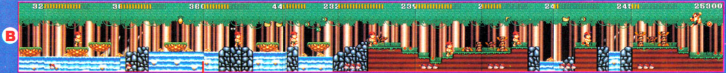


WATCH OUT FOR FALLING REPTILLIES

1-2 START

JUMP FOR A HIDDEN BONUS

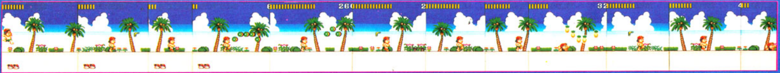


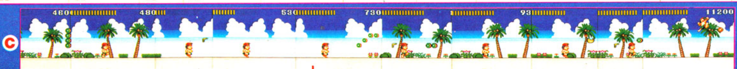


Be careful! You'll have to stretch to make this jump.

Duck as you land to avoid the Bamboon's spear.

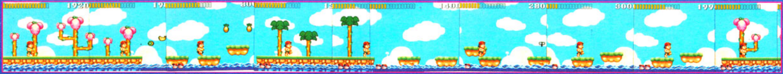
2-1 START





WATCH FOR FLYING FLOUNDERS!

2-2 START



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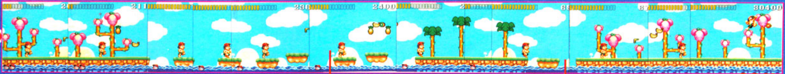
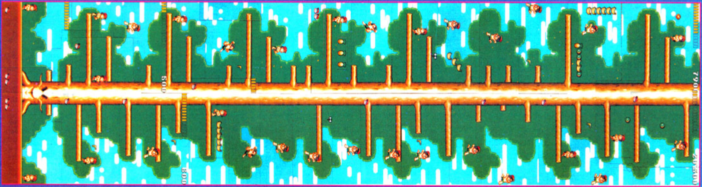


GOAL

JUMP FOR A HIDDEN BONUS

Beware! Peppy tries to ambush you from behind.

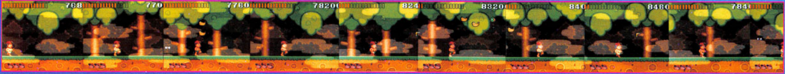
3-1 START



GOAL

SUPER ADVENTURE ISLAND™

3-2 START



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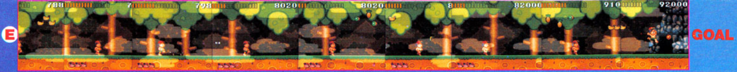
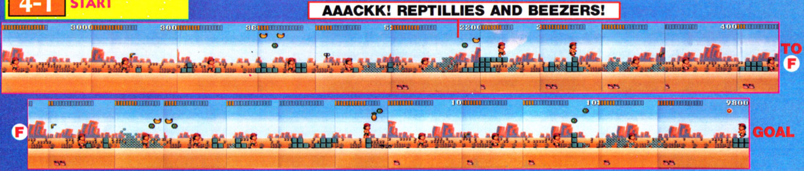
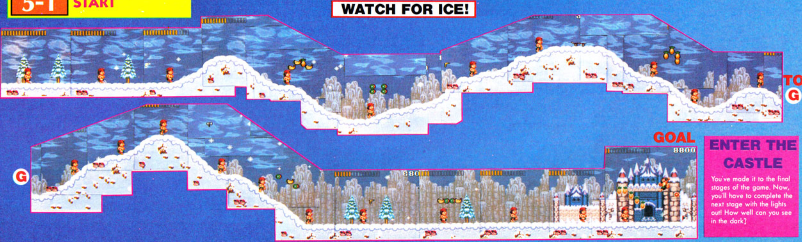


4-1 START

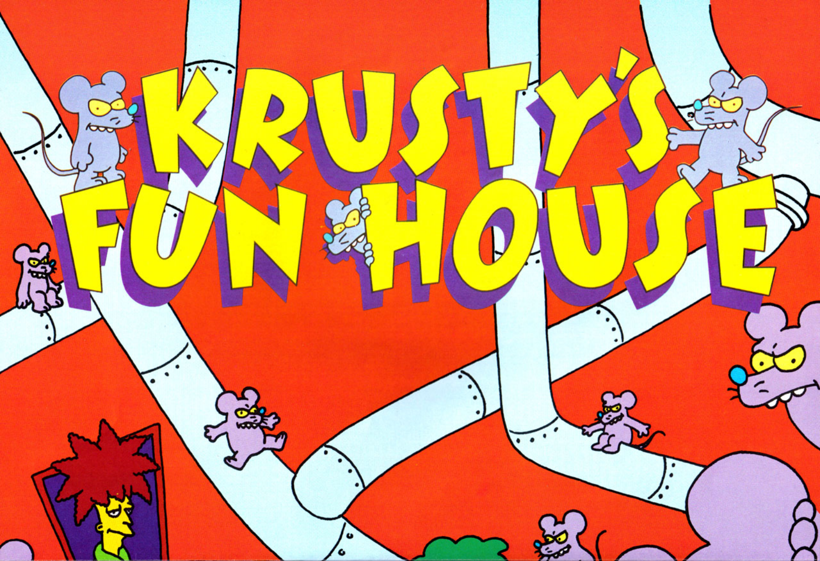

AAACKK! REPTILLIES AND BEEZERS!

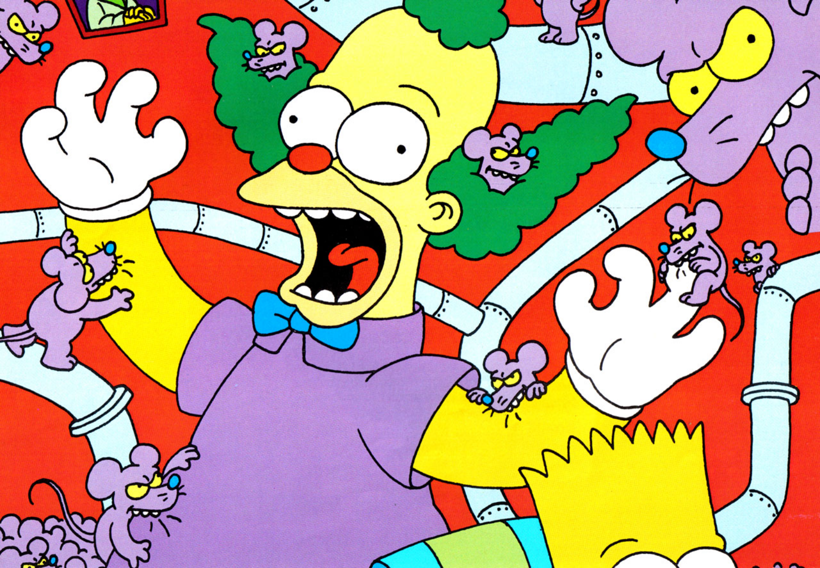
5-1 START

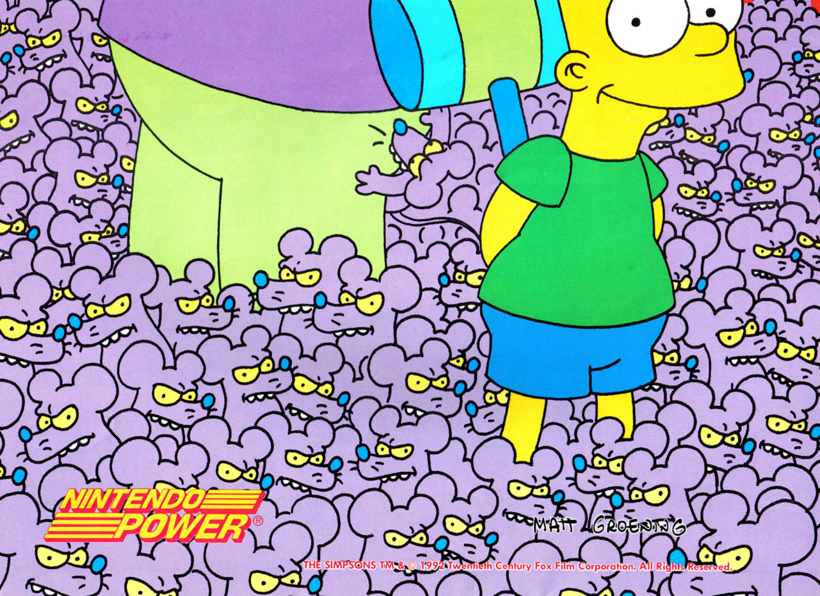

WATCH FOR ICE!

ENTER THE CASTLE

You've made it to the final stages of the game. Now, you'll have to complete the next stage with the lights out! How well can you see in the dark?


KRUSTY'S
FUN HOUSE




NINTENDO POWER®
MATT GROENING

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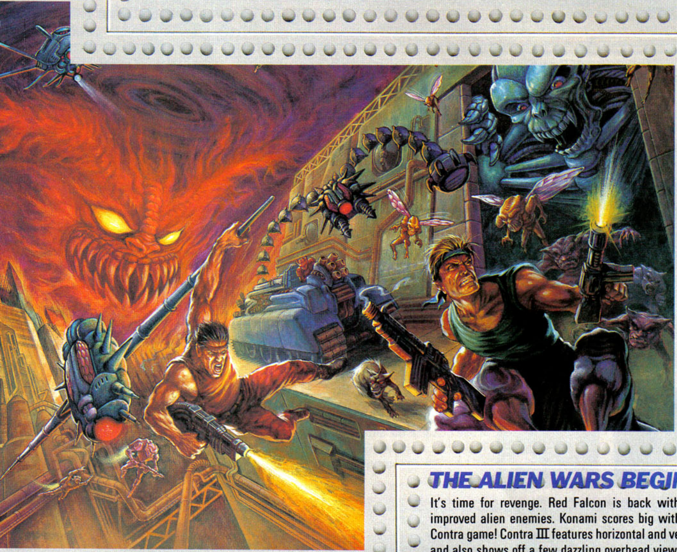
CONTRA® III
THE ALIEN WARS™

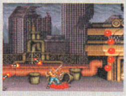


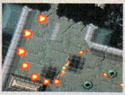
THE ALIEN WARS BEGIN!

It's time for revenge. Red Falcon is back with hordes of new and improved alien enemies. Konami scores big with the first Super NES Contra game! Contra III features horizontal and vertical scrolling stages and also shows off a few dazzling overhead views. It's an awesome 2-player game and each of the six stages will test your game playing skills.

ALL NEW ACTION

Jimbo and Sully, the Contra warriors, have some new tricks up their sleeves. Well, OK . . . they don't wear sleeves, but they definitely have some new tricks! They can carry a gun in each arm and can switch between the weapons at any time.

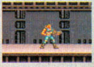




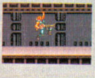
© 1992 KONAMI

GET A GRIP!

After undergoing some serious upper-body weight training, Jimbo and Sully now possess the ability to grab onto just about anything they can jump to and reach! There are sections of stages where it will be necessary to grab onto ceilings, girders, turning rotors and even flying missiles! They will automatically grab structures if close enough.



"That ceiling looks close enough to grab."

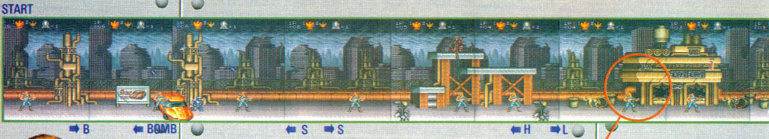


"Got it! It's hand over hand from here."

SUPER NES

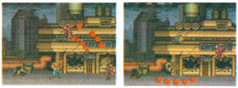
THE STREETS OF NEO CITY

Neo City had always been a relatively peaceful place to live, but one fateful day in the year 2636, that peace came to an explosive and abrupt end. Red Falcon and his group of aliens unleashed a devastating nuclear strike upon the peaceful city. No one is sure if there are survivors. The terrain is now dominated by bombed-out buildings and other structural wreckage. Sharpen your skills here because it only gets harder!

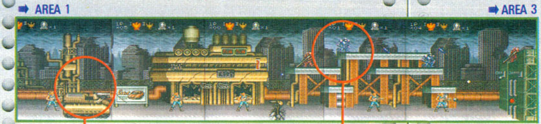


WATCH YOUR BACK!

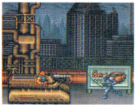
Corporals of Punishment attack from just about any angle, so make sure you are scanning the entire screen at all times. More enemies will appear in the NORMAL and HARD modes.

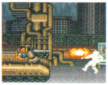


Red Corporals will break out of the windows and the Man-Faced Mutts will chase you from behind.



TAKE A TANK CRUISE

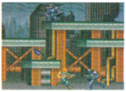


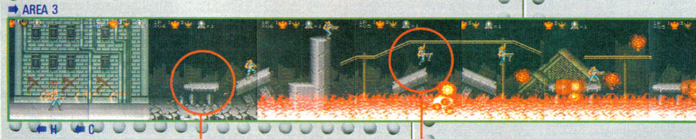


You will be invincible while riding in the tank. Fire the Konan Cannon to take out the second wall barrier.

CAUTION: GRENADES

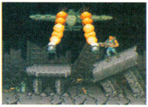
The tank is vulnerable to grenades tossed by Blue Corporals. Jump out of the tank to shoot them before they throw the grenades.





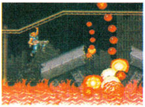
TWIN TORPEDOS

The missiles which come from the bomber will not harm you, but the ensuing fire from the explosion will. Stay up on one of the platforms until you can go.



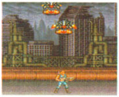
FIREBALL CAULDRON

Hang out in this section until the fireballs have stopped spewing from the fire pit. Shoot the fireballs if they get close to you. The Homing Gun works very well here.

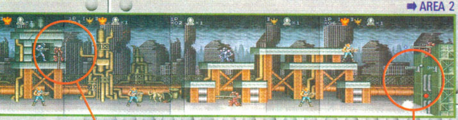


WEAPON WING KEY

Barrier Shield	B
Crush Gun	C
Fire Gun	F
Homing Gun	H
Laser Gun	L
Spread Gun	S
M-80,000 Helio Bomb	BOMB

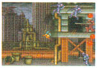


The arrows below the maps indicate which way the Weapon Wings will appear on screen.



NAIL THE RED CORPORAL

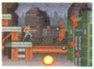
If you defeat the Red Corporal with the big gun first, the elevated stone fort will explode and the Blue Corporals will cease to come out.



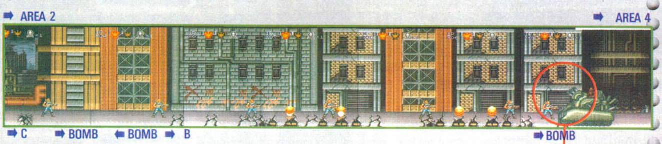
Fire constantly and aim for the Red Corporal.

DESTROY THE CORE

Shoot the Red Corporal Sniper at the top of the wall, then shoot the two bomb launchers. The red core will now be vulnerable.

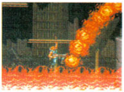


Deal with this road block from top to bottom.



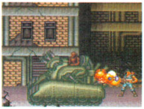
MOVE IT, JIMBO!

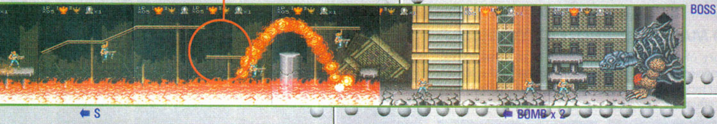
Jump quickly to the concrete platform when the fire chain ends.



BYPASS THE DANGER

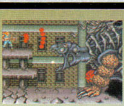
Run to the right side of the screen as the building crumbles. Stay put until the heavily-armored tank comes out. Shoot the tank from behind to destroy it. The tank is vulnerable from either end, but you'll be safe in this spot.



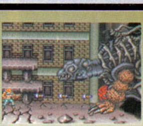


BEAST KIMKOH

The first boss you will encounter looks a lot like a giant mutated turtle. The weak spot is the lower red area. Beast Kimkoh will fire an intense laser-breath blast from his mouth, so stay off the lower platform. Fire at the red spot from ground level. The upper platform is a relatively safe place to stand and jump if Beast Kimkoh is firing shots at you.



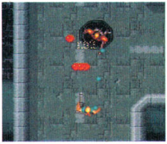
Shoot Beast Kimkoh's upper opening to put a quick halt to the small winged enemies.



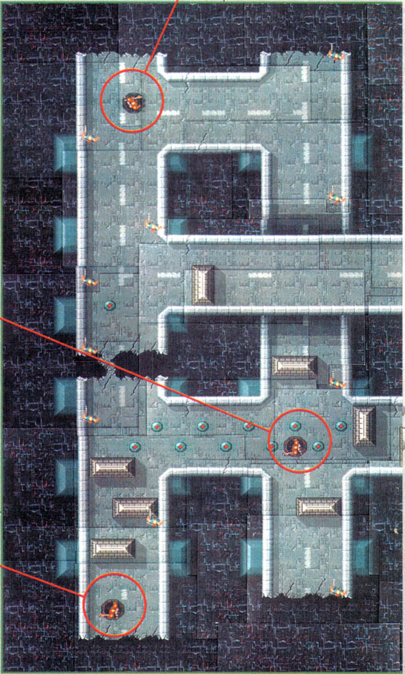
MARIA CALDERON HIGHWAY

Power-Up hoarding Twylobites have overrun this maze of elevated roadway. Your goal is to destroy five Red Corporals who rise up out of domed manholes. You can take out the Corporals in any order you like, but the order which we have outlined here seems to be logical to follow. Watch out for mines and sections of roadway which crumble away under your feet. You won't be able to survive the long fall to the ground below.

1ST MANHOLE: ATTACK QUICKLY

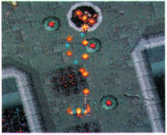


Choose this area as your starting location. When you finally land on the roadway, you will be invincible for a few seconds. Use the invincibility to your advantage and move in close to the opening manhole.



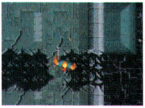
3RD MANHOLE: EXPLODING MINES

The Twylobites have placed mines at various places throughout the highway, but they are concentrated around the third and fourth manholes. The mines will trip when you walk over them, but will not explode on contact. They take one full second to explode. This gives you enough time to move to a safe spot. Trip a few of the mines to clear an open area, then take out the Red Corporal.

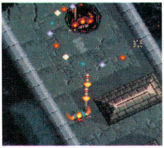


2ND MANHOLE: PROTECT YOURSELF

Be wary of the crumbling roadway as you make your way toward the second target. Stand just to the left of the last retaining wall and shoot at the second Red Corporal when he comes out of his manhole.

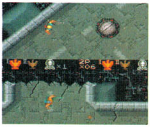


A narrow strip of asphalt remains as the roadway beneath you falls away. Be extremely careful when crossing!

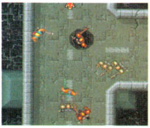


CALL ON YOUR BUD, SULLY

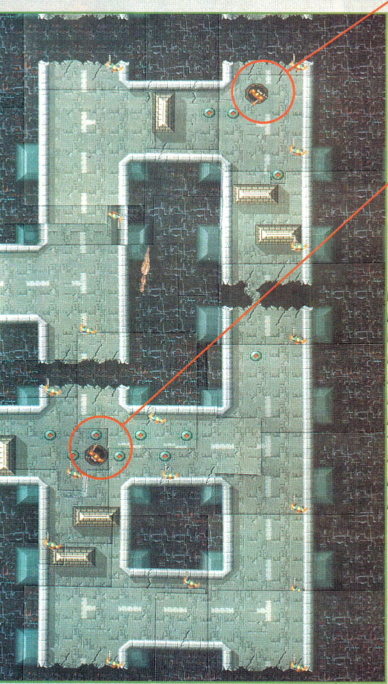
The action in Contra III is fast and furious, so it's a good idea to take along an ally. Sully has the same abilities as Jimbo. The difference in the two-player modes is only apparent in the stages with overhead views. Mode A has a split-screen view, but mode B features both warriors placed in the same area.



Two-player A mode features a split-screen view. You can go after different enemies.

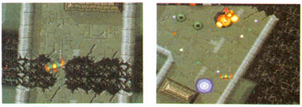


Jimbo and Sully can gang up on enemies or protect each other in two-player B mode.

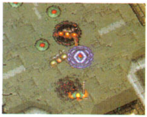


5TH MANHOLE: LAST ONE!

Drop a Bomb if you want to end this battle quickly. After defeating the Red Corporal in the fifth manhole, you will be transported directly to the Boss.



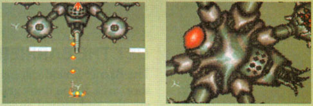
4TH MANHOLE: MORE MINES

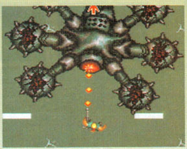


The fourth Red Corporal, as well as the third, will spin quickly and fire a round of bullets. Keep your thumb positioned on the B Button. Using it allows you to duck under the bullets.

METALLICAN

Your first objective when dealing with Metallican should be to take out the tail gun and the six pods. Once destroyed, the pods will not harm you. Metallican spins and elevates above you. It tries to crash down upon you—keep moving to avoid it. Use the L and R Buttons to position yourself and fire constantly at the exposed red area to destroy Metallican.



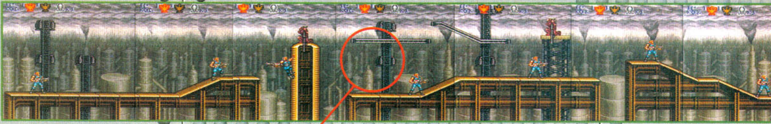


Each time Metallican descends, the red spot rotates 90 degrees from its last position. Use this fact to your advantage.

THE OLD CYBER STEEL FACTORY

Red Falcon's forces have taken over the only operable steel factory remaining in Neo City. Red Falcon and his band of aliens are using the factory to manufacture new weapons. They are also using it as a landing pad for arriving alien forces. You will be confronted throughout the stage with a vast assortment of enemies and challenging terrain. A stretch of elevated girders will test your fear of heights and hand strength.

START



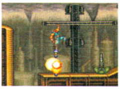
⬅ F

➡ BOMB

⬅ L

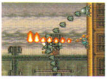
FORGING YOUR WAY

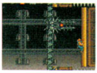
Don't get in a hurry through this section. The many enemies here can surprise you. Grab a Fire Gun if possible. It's the best weapon to use here.



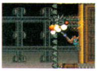
TRI-TRANSFORMING WALL WALKER

When Chrome Dome has been defeated, you'll be forced to jump onto the structure on the right side of the screen. The Tri-Transforming Wall Walker appears here. Stay between his feet and shoot or avoid the missiles it fires at you. The Fire Gun will give you the most protection.





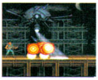
You can only attack the Tri-Transforming Wall Walker when it is in this location.



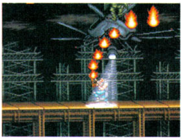
The red area was exposed to one too many hits. You've defeated the metal beast.

FIRE GUN POWER

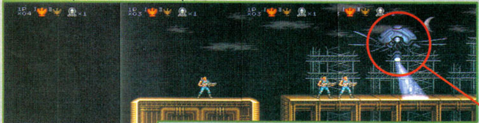
The Fire Gun is definitely the weapon of choice in the Old Cyber Steel Factory. Use a sweeping motion to hit the exposed red area on the Flying Squito Nest and to wipe out the Megasquitos that leap from the ship. Stay on either side of the screen to avoid the grenades which drop from the ship.



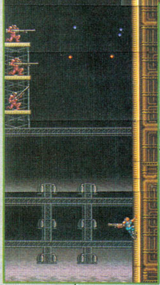
Wait for the deluge of grenades to stop before moving in.



➡ AREA 4



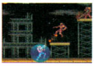
⬅ L

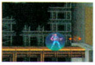


⬆ AREA 2

GET THE BARRIER SHIELD

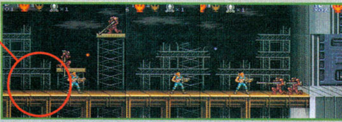
The Barrier Shield will help you to get through this short area. If you don't get it you'll have to deal with missiles and several angry Red Corporal Snipers.





The Barrier Shield gives you the ultimate safety and protection from enemies.

➡ AREA 3

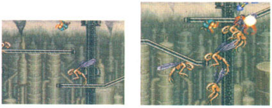


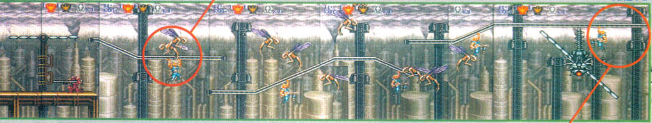
⬅ B

➡ C

PRECARIOUS GIRDERS

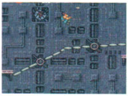
The best way to move along the girders is to constantly fire your weapon and just keep jumping to the right. You'll automatically grab the girders. Your weapon should take care of all the Gigaflies.





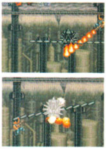
TAKE A ROTOR RIDE

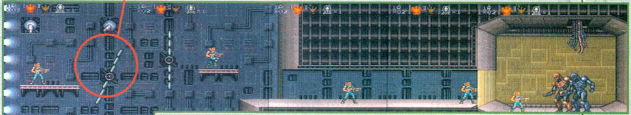
When leaping onto the spinning rotors, jump for the center of each rotor. This will give you a better chance at grabbing onto something solid. Be aware that the rotors don't spin at the same speed.

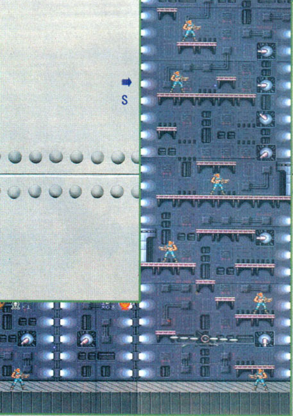


CHROME DOME

With the Fire Gun, Chrome Dome is easy to defeat. Hang on either end of the girder and aim your fire at Chrome Dome's red area. If you don't have the Fire Gun, you'll have to grab onto the rotating "arms" and shoot at the red area. Jump back to the girder when Chrome Dome explodes.



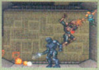




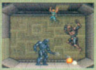
BOB 1, 2, & ROBO-CORPSE

Upon entering this room you will be assaulted by twin robots, Bob 1 and Bob 2. Jump up and climb to the ceiling. Bob 1 will jump up to get you, but Bob 2 remains on the floor and shoots lasers.

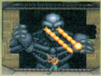
Things start to calm down, but then Robo-Corpse rips his way through the back wall! Move clockwise around the room while shooting at the gigantic Robo-Corpse.



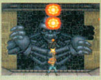
Stay in the upper corners when dealing with Bob 1. Blast him in half.



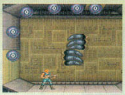
Keep shooting and blast Bob 2 in half as well. Now finish them both off.



Robo-Corpse first attacks with reflecting lasers. They will chase you around the room.



Stay way ahead of the fire bursting out of Robo-Corpse's mouth or pay the price.



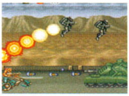
When the Time Bombs appear, you'd be wise to get as far away as possible!

THE BATTLE OF THE BLAZING SKY

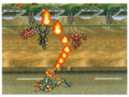
Jimbo and Sully say, "If it moves, we'll ride it!" They really mean it. Their feet never touch the ground in this fast-moving, action-packed stage. You can jump when riding the cycles. Don't worry about falling off of them—they will automatically move under you because of their advanced rider-tracking system. The cycles are not susceptible to enemy fire because of the extremely high tensile strength of their frames.

PSYCHO CYCLERS

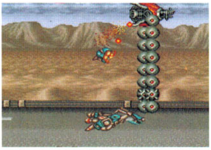
This troop of alien bandits rides blazing sky cycles. When the action starts, you will see them all fly past you to the right and then they will pass overhead from right to left while raining grenades down upon you. Jump to avoid the exploding grenades. They will not harm your cycle.



Stay to the left here. Jump and shoot at the Jet-pak Snipers as you shoot the tank.



The Fire Gun is the best weapon in this section. Sweep the Corporals as they drop down.



This machine is very unpredictable. Watch out for the legs when they whip around. Aim for the upper body.

THE MUCHO GRANDE BADLANDS

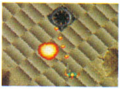
As before, like the Maria Calderon Highway, you can choose your starting position in the stage. Your goal in the Badlands is to take out five enemy entrances. The landforms are connected with precariously thin strips of land and dangerous bridges.

1ST ENTRANCE

Once again, the order for destroying the entrances is totally up to you, but we have listed them here in a logical order. Remember, when you land on the ground, you will be invincible for a few seconds. Move in close to the entrance to fire off as many shots as possible.

2ND ENTRANCE

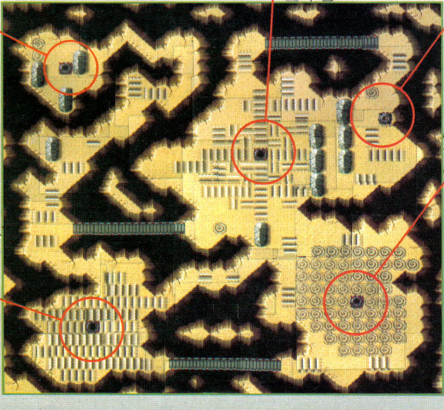
After destroying the first enemy entrance, move carefully along the narrow pathways towards the second entrance which is situated in an area of flowing sand. Keep moving and use the L and R Buttons to accurately position yourself.



The flowing sands are home to dangerous Fire Twylobites. Avoid them at all costs.

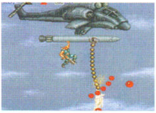
4TH ENTRANCE

The shifting sand is easier to deal with than the swirling sand, but it still can present a challenge. Stay close to solid ground if enemies appear.

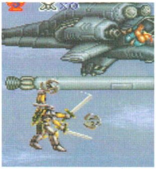


HARASSING SLASH

Slash, the lone predator of the upper atmosphere, attacks shortly after you have grabbed onto the helicopter. Hang near either end of the missile until he attaches his chain to the missile as well. When he swings, pelt him with as many shots as possible with your most powerful weapon. Jump quickly to avoid his sword attack if he pulls up close to the missile.



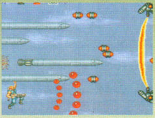
The Spread Gun will allow you to hit Slash with a multitude of shots as he swings wildly underneath you.

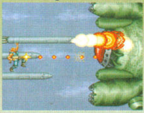


Slash's sword attack can be deadly. Jump quickly out of the way if he recoils the chain that he swings from.

BATTLESHIP

The only thing you have to hang onto here are the missiles which are speeding toward the tail-end of the Battleship. Jump from missile to missile while firing your weapon. Shoot the upper and lower gun turrets to get rid of the protective shield, then blast away at the center engine core.

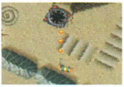




Take out the protective gun turrets then go for the engine core.

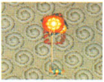
5TH ENTRANCE

Fire from the Fire Twylobites can travel through the barriers. Stay away from them. Destroying the fifth entrance will take you to the Boss.



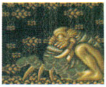
3RD ENTRANCE

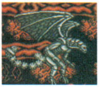
Welcome to the swirling sands. Upon entering this section, keep your finger on the L Button to control your spin. It can be difficult.

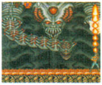


RED FALCON'S MAIN BASE!

Stage Six is the final challenge. Be prepared to use your knowledge of weaponry and fighting tactics because you're going to need them to survive! There are a total of four mini-bosses to deal with before encountering Red Falcon. A huge golden boss and the Vicious Slave Hawk will try their best to put a stop to your forward progress.

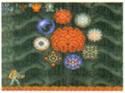






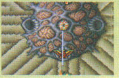
Red Falcon will go through several transformations during your battle with him. Be prepared for anything and everything!

Remember, there are three difficulty levels in Contra III. Each level has a different ending. Only the best will finish the HARD level. Good luck!

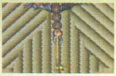


SCORPABELLUM

The Fire or Laser Guns will work well against Scorpabellum. Aim for the center eye. Drop a Bomb after Scorpabellum starts turning. It's rather difficult to keep your footing even while you are using the L Button.



Aim carefully for the weak spot—the eye.



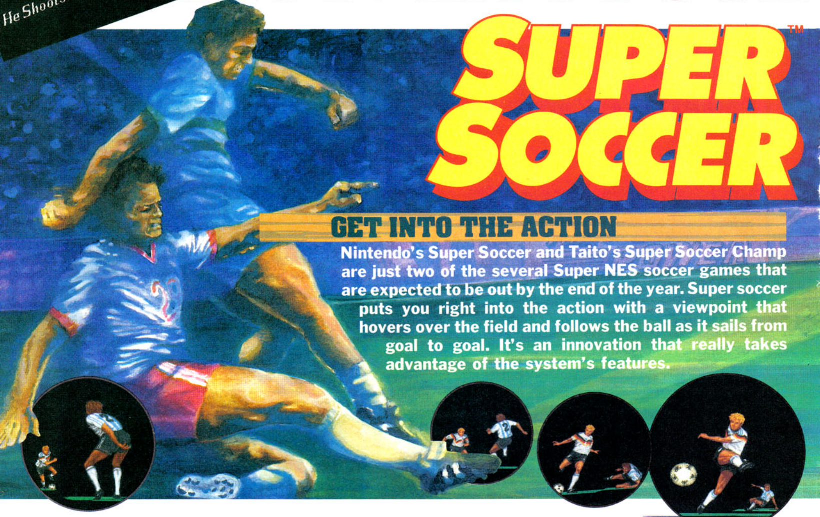
Destroying the Pedes which emerge from Scorpabellum will yield useful items.

Super Soccer © 1992 Human Inc.
© 1992 Nintendo
Super Soccer Champ © Taito 1992

He Shoots.... HE SCORES!!!

A SUPER SOCCE

SUPER SOCCER™



GET INTO THE ACTION

Nintendo's Super Soccer and Taito's Super Soccer Champ are just two of the several Super NES soccer games that are expected to be out by the end of the year. Super soccer puts you right into the action with a viewpoint that hovers over the field and follows the ball as it sails from goal to goal. It's an innovation that really takes advantage of the system's features.

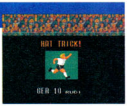
HIGHLIGHTS

OVER THE FIELD VIEW

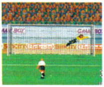
The Super Soccer view follows the action so closely that you'll probably feel the urge to duck out of the way as the ball sails toward the screen. This slightly over-the-field vantage adds a sense of realism and immediacy to the game, putting you in the midst of the action.

GREAT GRAPHICS

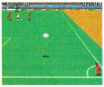
Soccer players are a physical lot, with strong legs and incredible agility. The graphics in Super Soccer make these athletes come to life with smooth, flowing animation and realistic soccer moves.


HAT TRICK!
GER 10 RUDI

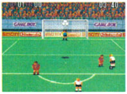
Post-goal celebrations are part of the game!



Penalty Kicks are shown with big, bold graphics.



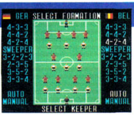
Corner Kicks put the pressure on the defending team.

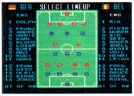


Get the ball downfield with a powerful Goal Kick.

SET YOUR STRATEGY

Team formations show where your players will wait for the ball. Some formations are very defensive, while other put the emphasis on scoring. You can change formations at the half.

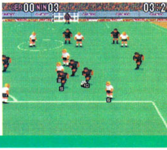

GER
SELECT FORMATION
BEL
4-3-3
4-4-2
4-2-4
SWEEPER
3-2-2-3
2-3-5
3-5-2
3-3-4
AUTO
MANUAL
SELECT KEEPER


GER
SELECT LINEUP
BEL
END
1 DOLPH
2 FRANZ
3 ANDRE
4 ARNIE
5 KARL
6 KLAUS
7 LOTAR
8 KURT
9 MAX
10 RUDI
11 HANS
12 PENN
13 OTTO
14 ULRIC
15 BYRNE
16 JORGE
END
1 RIK
2 PIETR
3 HUBER
4 SID
5 SETH
6 ROGER
7 SHELL
8 WYATT
9 VAIL
10 HENRI
11 LEIGH
12 FRED
13 STACY
14 BRUCE
15 DREW
16 ROYAL

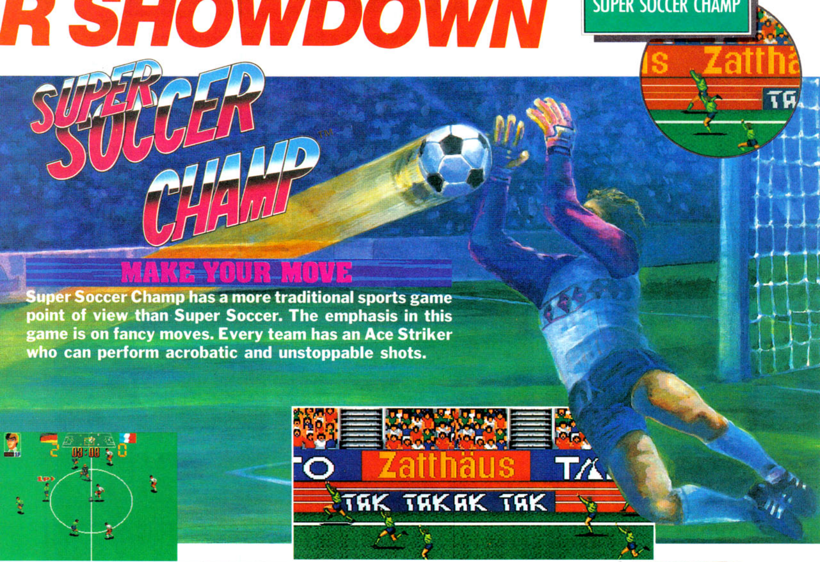
While the members of your squad are used to playing certain positions, you can reassign them at the beginning of the game, halftime or when there's an injury or a penalty.

TAKE THE TROPHY

When you overcome the other 15 teams in the single-elimination tournament you'll earn the Super Soccer Trophy. There won't be much of a chance to rest on your laurels though, because a squad of super pros called the Nintendo Team have their eyes on the trophy. You'll go up against them in a final showdown.


GER 00 NIN 03

R SHOWDOWN

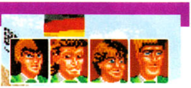


MAKE YOUR MOVE

Super Soccer Champ has a more traditional sports game point of view than Super Soccer. The emphasis in this game is on fancy moves. Every team has an Ace Striker who can perform acrobatic and unstoppable shots.

HIGHLIGHTS

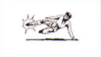
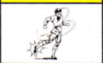
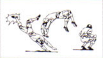
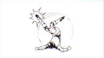
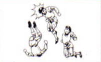
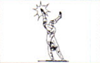
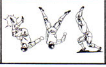
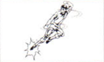
ACE STRIKERS



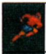
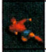
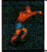
After you choose your team, you'll be able to enlist one of four star players who can perform various athletic shots. A team that is controlled by two players is allowed to have two Ace Strikers.

SUPER SHOOTING

Ace Strikers are occasionally able to "Super Shoot," which means that they can execute one of the amazing shots illustrated below when the timing is right. Try to get the ball to your Ace Striker when he's got an open shot on the goal. If he Super Shoots, you'll be guaranteed a goal.

ONE-HAND VOLLEY	ROLLING SHOT	BACK FLIP KICK	OVERSPIN SHOT
			
HIGH JUMP HEADER	HANDSTAND SHOT	SPIN SHOT	SCREW SLIDING SHOT
			

There's much more to Super Soccer Champ than dribbling and kicking the ball. With practice, you can dazzle your opponents with amazing offensive and defensive moves. They're all done with the Y or B Button.

	Run close to the ball handler and press Y to Shoulder Charge.		Press Y or B to kick the ball to the open man or the goal.
	You'll Slide Tackle your opponent by pressing Y on your approach.		Press B while running toward the airborne ball for a Diving Header.
	Face the ball controller and press B to Punch him and take the ball.		Make a quick Volley Kick by pressing B or Y as the ball approaches.
	You'll get the ball with a Jumping Knee Kick by pressing B on the run.		Press B or Y to make a Jumping Volley Kick on diagonal approaches.
	Approach your opponent from behind and press B to pull his jersey.		Face the approaching ball and press Y to execute an Overhead Kick.

MAJOR MOVES

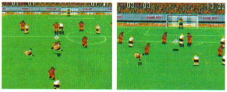
SUPER SOCCER

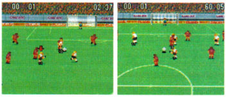
OFFENSE

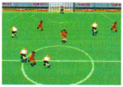
The key to getting the ball downfield in Super Soccer is to stay in control. If you just boot the ball with the B Button there's a good chance that the opposing team will intercept. Instead, concentrate on dribbling finesse and short A or Y Button passes. Then set up a goal and fire it past the Goalkeeper with a powerful kick.

PASSING

Passing is the best way to take the ball downfield, especially if you're controlling a relatively slow-running team. Press the A or Y Button to pass the ball.

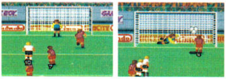

A series of quick passes to open squad members will effectively move the ball to your opponent's side of the field.

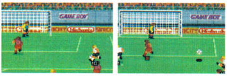

You can keep track of the ball more easily with diagonal passes than you can with straight passes.


Make sure that there's nothing between you and the intended pass receiver. A member of the opposing team could surprise you with an interception.

SHOOT

Goalkeepers can stop just about any shot if they're ready for it. Try to keep them off guard by hesitating in front of the goal. Then shoot for the corner.


Let the Goalkeeper step toward you, then shoot for the corner of the goal or pass to an open man.


Use the marks on the field to judge the width of the goal as you're making your approach.

DEFENSE

You'll always control the line of players that are closest to the ball. You can regain position by sliding and attacking the ball or by hitting the ball handler with a risky Shoulder Charge.

SHOULDER CHARGE

Press the Y Button to knock the player who has the ball off balance. Then take it and run.

When you're going after the player instead of the ball, you run the risk of a possible Yellow Card warning or Red Card expulsion.

SLIDE TACKLE

Press the A or B Button to kick the ball from under the ball handler's feet.

Some quick dribblers can outsmart you if you attempt a Slide Tackle. Try to get close to them before you kick the ball. Then run directly for the ball when it's loose.

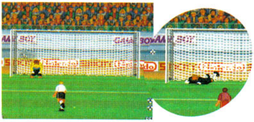
TRAP

Position your player anywhere in the path of the moving ball and attempt to regain possession.

When your opponent passes or shoots the ball, move your player in the path of the ball. In this trap position, you have the option of bouncing back with a pass or dribbling.

SHOOT OUT

A tie is broken by a one-on-one Shoot Out. The key to victory is blocking more shots than your opponent blocks.


The Shooter has a definite advantage in the Shoot Out. Try to read where he's going and react quickly.

TWO PLAYER GAME

The most common way to play Super Soccer with two players is to go head-to-head in an exhibition game. You can also join up with a second player and challenge a computer-controlled team in an exhibition or tournament contest.

STAR PLAYERS

Almost every team has a superstar. The table below lists the most talented players for each team in the tournament.

Germany	#10 Rudi
Argentina	#7 Diego
Italy	#10 Primo
Brazil	#8 Paulo
Holland	#10 Lane
England	#10 Brock
Cameroon	#10 Roger
Romania	#8 Nicul
Ireland	#1 Riley
France	#6 Herve
U.S.A.	#10 Bart
Japan	#7 Jiro
Columbia	#9 Rico
Yugoslavia	#9 Cajos
Uruguay	#7 Cecil
Belgium	#7 Shell

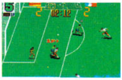
SUPER SOCCER CHAMP™

OFFENSE

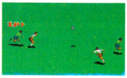
Since there are no short kicks that are designed specifically for passing in Super Soccer Champ, you'll have to keep an eye on the Field Overview while you're targeting long kicks downfield. You'll do well by planning out a series of lengthy passes and carrying them out as soon as your players receive the ball. The quick pace will ensure that your opponents are caught off guard.

PASS

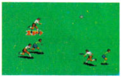
The best way to work the ball downfield is to pass to the players that you can see on the Field Overview. Press the Y Button for a low, quick kick or press the B Button to execute a high, slow lob.



Kick the ball away from your goal and look for an open man.

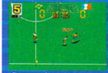


Press Y to make a quick pass to an open man.

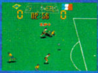


Pass over opponents with B Button lob.

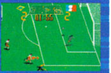
DO IT DIAGONALLY



Diagonal passes are more difficult to intercept than straight passes.



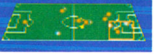
Zig zag the ball downfield and look for an open man near the goal.



An angled shot to the corner of the goal has a good chance of going in.

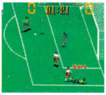
THE BIG PICTURE

Make sure that you keep an eye on the Field Overview and watch for teammates that are ready to receive the ball.

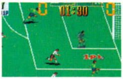


SHOOT

You'll get the ball past the opposing Goal Keeper only if your timing is right. Try to draw the Keeper out of the goal, then pass to a teammate on the other side of the goal and have him kick it in.



Crossing in front of the goal with a quick pass is a good way to confuse the opposing Goal Keeper.



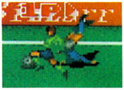
Stop close to the goal and juggle the ball to draw the Goal Keeper out.

A well-timed shot will result in a score for your side.

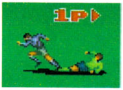
DEFENSE

There are several different moves that you can make in order to take the ball away from opposing players. They all center around approaching the ball handler in different ways and pressing the Y or B Button. Be careful. Some moves can get you in foul trouble if the Referee is watching closely.

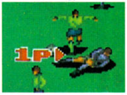
AGGRESSIVE MANEUVERS



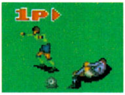
When you're heading straight for the ball handler you can make a Jumping Knee Kick by pressing B.



On your approach to the ball handler, press Y and slide to knock the ball away.



Run along with the ball handler and press B to knock him to the ground with a Shoulder Charge.



If the Referee is not paying attention you can get away with punching your opponent. Press B.

FOUL TROUBLE

A Yellow Card is just a warning, but if you get enough of them you'll be out of the game.

If you can manage to knock the Referee down, he won't be able to see a questionable move.

SHOOT OUT

When you're controlling the Goal Keeper in the tie-breaker Shoot Out, you'll have a split second to react before the shot goes in. Practice makes perfect.

It's tricky, but you can block a shot if you're quick.

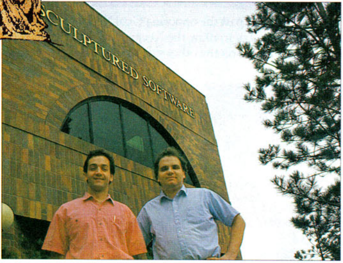
TWO PLAYER GAME

When two players are playing cooperatively or competitively the team members they control are clearly marked.

Two players makes the game doubly exciting.

• SCULPTURED • SOFT

DARING DEVELOPERS



While Salt Lake City may not seem like a video game Mecca at first glance, this clean-aired city in the Rocky Mountains is home to one of the country's most active game developers, Sculptured Software. Recent Sculptured Software creations have included Robin Hood: Prince of Thieves published by Virgin Games, T & C II: Thrilla's Surfari from LJN, High Stakes from Electro Brain and The Empire Strikes Back from Lucasfilm and JVC.

ARTHUR
$204
MONOPOLY

ARTHUR
$574
GO
PRESS ANY BUTTON.
MEDIT AVE
COLLECT $200.00
$60
$400

We talked to Sculptured Software President George Metos about his company's recent rise to gaming fame. "The company started in 1983 making games for the Commodore, Apple, Atari and IBM systems," recalls George. "At first we made low budget games, then we moved up. Our most notable computer game has turned out to be Jack Nicklaus Golf." The game has since been developed for 12 different formats, including all three Nintendo systems.

The first NES hit designed by Sculptured Software was Monopoly from Parker Brothers. George feels that video adaptations of board games are "usually flat and lifeless." So he put Bill Williams, whom he considers to be "about as creative as one human being can be" on the project. "He really went to town on this game." Animated playing pieces, computer-controlled players with their own personalities and other innovations brought the game to life. George feels that these extra touches added to the popularity of the game. "The people at Parker Brothers tell us that sales for the game have been nearly ten times higher than they expected."

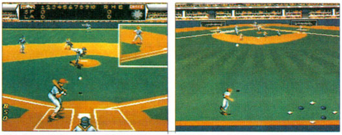
Craig "Cosmo" Conder worked his programming magic on the Super NES version of Jack Nicklaus Golf, published by Tradewest.

GOLF
SCULPTURED SOFTWARE

A NEW VIEW

Sculptured Software's eight programming teams often attempt to go beyond standard video game formulas and create something that will appeal to players who are looking for something new. "We like to push the hardware to the max," says George. "The worst insult would be for publishers to give us a project thinking that we're just OK, because we really want to make their heads spin."

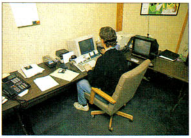
LJN's Roger Clemens MVP Baseball lives up to the these ground-breaking standards. "We were challenged by the fact that there were already a zillion baseball games out there," explains George. "Most baseball games force players to look at the field as if they were in a blimp above the stadium. This is not the way baseball is played." In order to make the game more like real baseball, the programmers brought the perspective down to ground level, giving players a real sense of being part of the game. Since the game has been successful for the NES, it's now being designed for the Super NES.



The Super NES version of Roger Clemens MVP Baseball below will include the same types of vantage points as the NES version above with detailed 16-bit graphics.

WARE • INC.

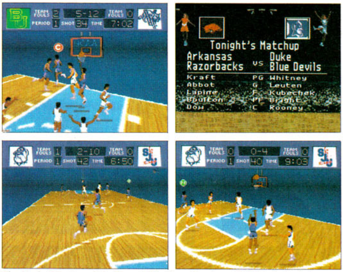
Vice President Hal Rushton (left) and President George Metos show off some of their accomplishments.



Senior Programmer Ned Martin helped fit the colorful costumes and awesome moves of wrestling stars into WWF Super Wrestlemania.

ON-THE-COURT ACTION

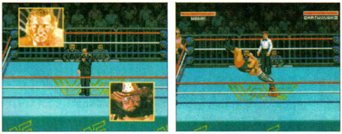
NCAA Basketball, which will be released by Hal America later this year, is another Sculptured Software game that features a unique player perspective. The close-to-the-court rotating view used in the game employs the Mode 7 feature of the Super NES. "Everyone saw how powerful Mode 7 was in games like F-Zero and Pilotwings. We wondered how it could benefit our games," George explains. "Don't ask me why we tried it out on such a complicated game as Basketball, with 10 players to keep track of . . . but the experiment worked."


TEAM FOULS 2 5-12 TEAM FOULS 0
PERIOD 1 SHOT 34 TIME 7:02
Tonight's Matchup
Arkansas Razorbacks VS Duke Blue Devils
Kraft PG Whitney
Abbot G Leuten
Lapine F Kubechek
Poulton PF Bright
Dow C Rooney
TEAM FOULS 1 2-10 TEAM FOULS 0
PERIOD 1 SHOT 42 TIME 6:50
TEAM FOULS 0 0-4 TEAM FOULS 0
PERIOD 1 SHOT 40 TIME 9:03

The Mode 7 feature of the Super NES allows the view of NCAA Basketball to rotate and closely follow the ball.

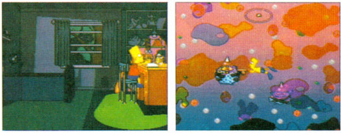
WRESTLING WORKOUT

Sculptured is also responsible for LJN's WWF Super Wrestlemania. Once again, George and his programmers sought to improve on other games in the same genre. "Our main concern about past wrestling games was that players merely pounded on the controllers in order to fight," says George. "We wanted to give real control to the player, just like in any other good game." The attention to play control allows players to perform the flamboyant moves of the WWF wrestlers with minimal effort. Other lavish WWF touches proved to be a real programming challenge. "The wrestlers' colorful costumes were very complicated to cram into the memory of the machine, but we wanted to push it to the limit."



CREATIVE CHARACTERS

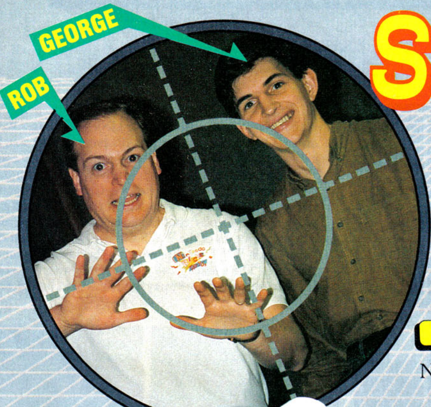
The Simpsons: Bart's Nightmare will be Sculptured Software's first take on everyone's favorite cartoon family. "One of our goals is to make a game that has the same look and feel as the Simpsons show by really concentrating on retaining the personalities of the characters," George notes. "We see appearances by Homer Kong battling Bartzilla and Momthra. At one point in the game Bart gets sucked into TV Land to meet up with Itchy and Scratchy and later he flies over Springfield as Bartman. None of the past Bart Simpson games look anything like this one."



The programmers at Sculptured dreamed up a new adventure for Bart Simpson that explores the boundaries of the Simpsons universe.

In the future, George Metos and Sculptured Software will continue to attempt to break new ground and come up with intriguing game designs. George has this advice to those who aspire to do the same: "Play all of the games that you want, just stay in school and learn something valuable, like programming, animation or electronic music. The industry needs a constant flow of creativity."

SCOPE



NOW PLAY
GEO

GRAND PRIZE

GEORGE & ROB'S
NOW PLAYING
APRIL 1992

YOU Come to Nintendo headquarters and be a Nintendo Power editor for a day!

YOU Play the latest games, then take aim at George and Rob. Give them your opinions!

YOU In a future issue, Now Playing will feature Three Guys (or Two Guys and a Gal). Your remarks will be printed along with George's and Rob's.

SECOND PRIZE

10 Winners!

SUPER NES SUPER SCOPE 6™

The Super Scope 6 set includes the Scope and six hot games in a single multi-Pak.

THIRD PRIZE

50 Winners!

They'll be scoping you out when you wear your Power jersey!

IT OUT!

NG FEATURING
RGE, ROB &
YOU!

YOU Pick up your own Super NES and a SUPER NES SUPER SCOPE 6™

YOU Have a Nintendo Power lunch at Cafe Mario.

YOU Scope out the sights in Seattle.

Official Contest Rules (No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

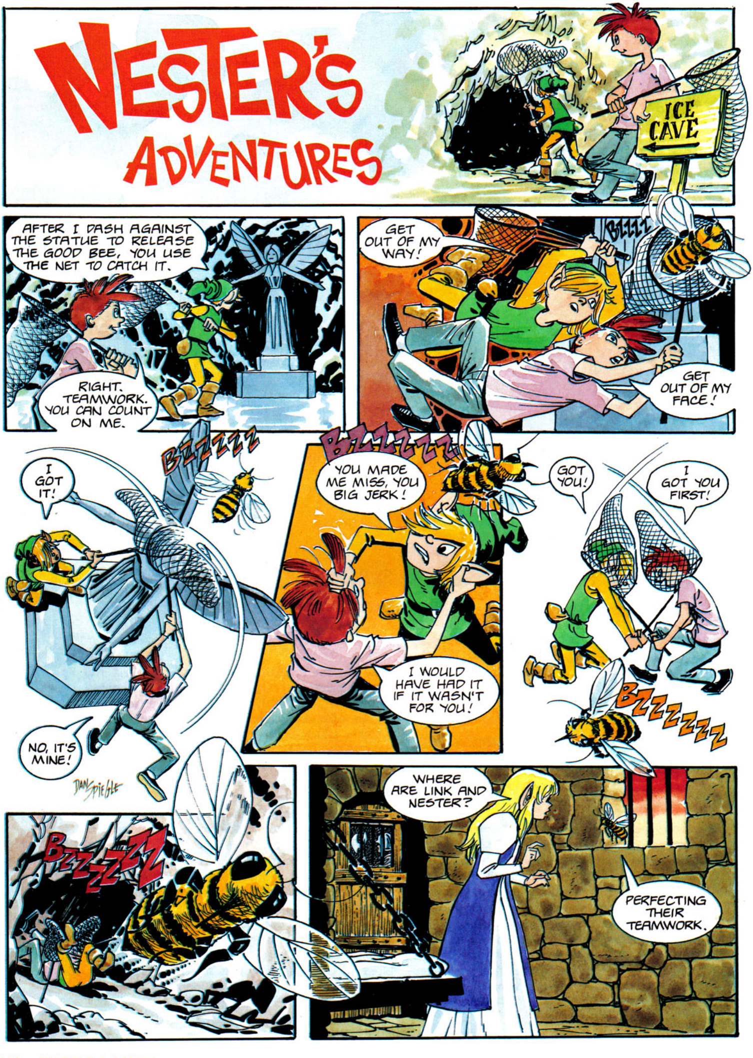
Nintendo Power Player's Poll
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than June 1, 1992. We are not responsible for lost, stolen or misdirected mail.

On or about June 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is approximately 61:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1992, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations in the Seattle area for the Grand Prize winner and one guest. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $2,000. Exact date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.


NESTER'S ADVENTURES
ICE CAVE
AFTER I DASH AGAINST THE STATUE TO RELEASE THE GOOD BEE, YOU USE THE NET TO CATCH IT.
RIGHT. TEAMWORK. YOU CAN COUNT ON ME.
GET OUT OF MY WAY!
BZZZZ
GET OUT OF MY FACE!
I GOT IT!
BZZZZZ
NO, IT'S MINE!
DAN SPIEGLE
BZZZZZZZZ
YOU MADE ME MISS, YOU BIG JERK!
I WOULD HAVE HAD IT IF IT WASN'T FOR YOU!
GOT YOU!
I GOT YOU FIRST!
BZZZZZZ
BZZZZZZ
WHERE ARE LINK AND NESTER?
PERFECTING THEIR TEAMWORK.

Power Players

ACTRAISER

Dylan Pollack	Liberty, NY	Finished
Ted Waggoner	Clear Lake Shores, TX	Finished
Melodia McCormick	Project City, CA	Finished
Drew Ressler	Massapequa Park, NY	Finished
Edwin Rothwell	Rockwood, TN	Finished
Russell Biggerstaff	Kalamazoo, MI	Finished
Peter Martinez	Long Island City, NY	Finished

BATMAN: RETURN OF THE JOKER

Terry Stuart	Calgary, AB	Finished
Dan Paradis	Nanaimo, BC	Finished
Grant & Cale Nelson	Knoxville, IA	Finished
Kevin Turnbeaugh & Soy Taing	Stockton, CA	Finished
Troyce Johnson	Naples, TX	Finished
Marc Benner	Allentown, PA	Finished
Alex Hui	Hercules, CA	Finished

CASTLEVANIA IV

Bryan Fralix	Mount Pleasant, SC	Finished
Joseph Pingree	Creston, IA	Finished
Willy Malibiran	San Francisco, CA	Finished
Rick Weber & Doug Worth	Kent, WA	Finished
Andrew Marcano	Bronx, NY	Finished

DARIUS TWIN

David Rosen	Stroudsburg, PA	Finished
Adam Johnson	Oak Ridge, TN	Finished
Danny Keating & Lucas Yezik	Slatington, PA	Finished
Dave Engelskind	Fort Lauderdale, FL	Finished

DR. MARIO

Valerie MacIsaac	Antigonish, NS	974,400
Larence Andrade	Richmond Hill, ON	726,600
George Coppez	Easthampton, MA	675,200
Anna & Earnest Hsia	Fremont, CA	387,400
Russell Rehm	Spearfish, SD	330,300

FINAL FANTASY II

Russell Mills	Pasadena, MD	Finished
Brett Tucker	Highland, UT	Finished
James Vanni	Garfield Heights, OH	Finished
Robert Stringer	Colchester, VT	Finished
Michael Kossakowski	West Plains, MO	Finished
Jerry Owens	Silver Spring, MD	Finished
James Bielman	Corvallis, OR	Finished

FINAL FANTASY ADVENTURE

Richard Fowler	Pulaski, NY	Finished
Greg Owings	Brent, AL	Finished
Don Kalar	Bakersfield, CA	Finished
Lawrence Kuklinski	Erie, PA	Finished
Josh Hatley	Shawnee, OK	Finished

FINAL FIGHT

Myles Beckett	Spring, TX	Finished
Richard Selmon	Roswell, NM	Finished
David Parrot	Fort Pierce, FL	Finished
Conrad Sollitt	Redmond, WA	Finished
Francis Cuddy	Amherst, NH	Finished
Ben Monroe	Chaparral, NM	Finished

THE FLINTSTONES

Josh Becker	Bartlett, IL	Finished
Jerry Freeman & Danny Hanley	Naperville, IL	Finished
Brett May	Monessen, PA	Finished
Brian Johnson	Texas City, TX	Finished
Brian Lupotsky	Mount Carmel, PA	Finished

HOME ALONE

Beau Breon	Wheat Ridge, CO	Finished
Anthony Bonta	San Leandro, CA	Finished
Fred DeLeon	Grand Prairie, TX	Finished
Adam Busey	Arlington, OH	Finished

LAGOON

Shaun Wilson	Rockledge, FL	Finished
Jason DiMalto	Albuquerque, NM	Finished
Mike Butash	Phoenix, AZ	Finished

MEGA MAN IN DR. WILY'S REVENGE

Jennifer Keelsly	Los Angeles, CA	Finished
Patrick Cansler	High Point, NC	Finished
Andy McVey	Jackson, MI	Finished

METROID II: RETURN OF SAMUS

Anthony Day	Franklin, OH	Finished
Scott & Jeff Kneip	Bishop, CA	Finished
Lee Gillespie	Middletown, MD	Finished
Tracy Hatfield	Madison, WV	Finished
Shawn Cozart	Barnhart, MA	Finished

ROBIN HOOD: PRINCE OF THIEVES

Steven McCloskey	North Weymouth, MA	Finished
Chrostoph Ufenacht	Aldergrove, BC	Finished
Matt Barbehenn	Bethlehem, PA	Finished
Jeff & Darin Wrigley	Renton, WA	Finished

THE SIMPSONS BART VS. THE WORLD

Ryan Bangert	Green Bay, WI	Finished
Matthew Davidson	Baltimore, MD	Finished
Adam Warren	Eureka, CA	Finished
Sei Il Im	Woodside, NY	Finished
Donny Davis	Houston, TX	Finished

STAR WARS

Fernando Jimenez	Rialto, CA	Finished
Corey Landy	Acme, PA	Finished
Jon Hartman	Kendallville, IN	Finished
Thomas McTeer	Berkley, MI	Finished

SUPER GHOULS 'N GHOSTS

Danny Gold	Howard Beach, NY	Finished
Kent McKinney	Lakelan, FL	Finished
Dan Watabe	Wrightstown, NJ	Finished
Dennis Dewey	Blanchard, OK	Finished
Joshua Dilley	Chillicothe, OH	Finished
Daniel Tibbets	Houston, TX	Finished
Mark Pena	Bedford, TX	Finished

SUPER MARIO LAND

Tammy West	Portland, OR	Finished
Matt Eason	Winter Haven, FL	Finished
Ryan Hayman	Worester, MA	Finished
John Mitchell	Seffner, FL	Finished
Mike Carmona	San Jose, CA	Finished

SUPER MARIO WORLD

Willie Linden	Highland Village, TX	Finished
Carl Yerger	Pottstown, PA	Finished
Bryan Cox	Mount Sterling, KY	Finished
Owen Norvell	Portland, OR	Finished
Ed Mumea	Somerset, KY	Finished

ULTRAMAN

Eric Longdin	Methuen, MA	Finished
Aaron Bennett	Bay Saint Louis, MA	Finished
Mark Smith	Baltimore, MD	Finished
Norman Teale	Scottsville, KY	Finished

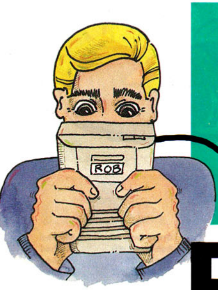
U.N. SQUADRON

James Stanberg	Fort Dodge, IA	Finished
Paul Attwood	Dale City, VA	Finished
Bryan & Eric Moore	Middletown, CA	Finished
James Grier	Plymouth, WI	Finished

Join the league of Power Players by sending photos of your high scores to:

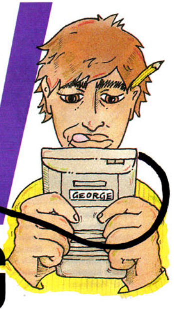
Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

GEORGE & ROB'S



NOW PLAYING

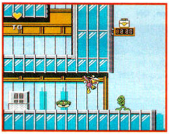
MAY 1992



TWO GUYS' OPINIONS ON THE LATEST RELEASES

GEORGE We've mainly got Super NES games to talk about this month. For the NES, though, I can say that **Darkwing Duck** is a real winner. It's got a great character and that same cartoon-like style that has made the Mega Man series so fun to play.

ROB It should be no surprise that Darkwing Duck is from the same company that has released the Mega Man games. I think that it's a real solid effort by Capcom, with well-drawn graphics and some cool enemies and inventions. If you like the Darkwing Duck cartoons, you'll like this game.



Personal Power Meters for Darkwing Duck. George: 4.5 4.0 4.5 4.0 Rob: 4.0 3.5 4.0 3.5.

GEORGE There's a new Game Pak from Interplay that is soon to be released called the **4 In 1 Funpak.** It includes Chess, Checkers, Backgammon and Reversi.

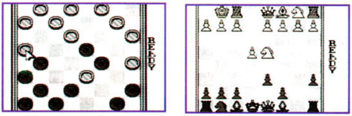
ROB Yeah. This is a really great idea. You've got four classic board games in one Game Pak. I see this as a good traveling Pak. It's a nice compact package and all of the games are very simple, clean adaptations.

GEORGE One thing that I really like about it is that when you're playing against someone else, you can either Game Link with another Game Boy or just use one Game Boy and pass it over to the other player when it's his or her turn.

ROB That is a good option. And when you're playing a one-player game, you can choose between four levels of difficulty.

GEORGE But you should know that the computer takes a lot of time to plan its next move in the higher difficulty levels.

ROB Of course, you should too.



Personal Power Meters for 4 In 1 Funpak. George: 3.0 3.0 3.0 3.5 Rob: 3.5 3.0 3.5 3.0.

GEORGE There's a new action puzzle game for Game Boy called **Nail 'N Scale.**

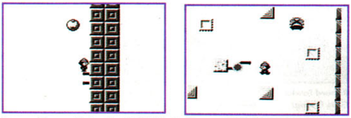
ROB From the title, I thought that this was going to be a beauty parlor game. You know, you could go in and get your nails done, then hop onto the scale.

GEORGE I think the only place I've found a beauty parlor is in the upcoming Barbie game for Game Boy. In Nail 'N Scale, you have to toss nails into these wall-like obstacles, then climb onto the nails and go up and over the obstacles.

ROB You can also use the nails to defeat these enemies that get in your way. The concept is pretty simple and it doesn't seem like there would be much to the game, but it's fun when you get into it.

GEORGE I played it for longer than I intended to because it was fun to figure out how to get around the assorted obstacles without being hit by the enemies.

ROB And as far as the graphics go, they're not a real work of art, but they do the job.

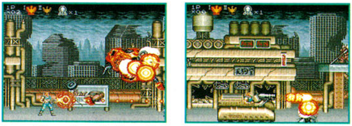


Personal Power Meters for Nail 'N Scale. George: 3.0 3.0 2.5 3.0 Rob: 3.0 3.5 3.5 3.5.

GEORGE My pick of the Super NES litter this month is **Contra III: The Alien Wars.** Your first target in this sci-fi thriller is this fancy futuristic sports car which goes up in flames after you fill it with lead. Talk about an explosive beginning.

ROB Contra III is going to be a mega-hit. The graphics are hot, the action is great and there are a lot of fun surprises. You're never sure what kind of danger lurks in the next stage. In fact, this game has some of the coolest enemies that I've ever seen.

GEORGE The enemies are great and some of the items that you can use are also pretty awesome. In one place, for example, you can climb into a tank and fire this amazing shot that makes the whole tank recoil. What power!



Personal Power Meters for Contra III: The Alien Wars. George: 4.5 4.0 4.5 3.5 Rob: 4.0 4.0 4.0 4.0.

ROB **Raiden Trad** is a two-player simultaneous shooter where you pilot a plane that looks something like an F-14. A two-player team-up is much easier than a one-player game. Both planes are able to earn Power-Ups very quickly, including these homing missiles which zero in on anything in your path.

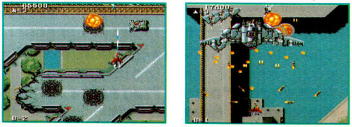
GEORGE It's pretty much a walk-through for the first couple of levels.

ROB Yeah. And if anything should happen to slip by your wall of fire, you can easily avoid it.

GEORGE The game uses the power of the Super NES to keep a lot of shots in the air at once, which is cool, but the graphics are generally unimpressive, considering what else is out there.

ROB The graphics are along the lines of what you might have seen in the arcades in the mid-'80s. It's a pretty fun game, but it doesn't compare to U.N. Squadron, Super R-Type or Gradius III...

GEORGE Of course, those are one-player games. If you're looking exclusively for a two-player simultaneous shooter, you might try Darius Twin for pretty decent Super NES graphics. I think that Raiden Trad is also pretty good, but it's not my first choice.

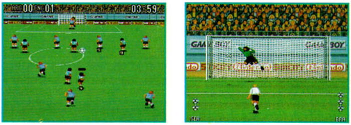


Personal Power Meters for Raiden Trad. George: 2.5 3.0 3.0 3.0 Rob: 3.0 4.0 4.0 3.5.

ROB **Super Soccer** and **Super Soccer Champ** are reviewed in this issue. They are the first two of several Super NES soccer games that are planned for release in the near future. Super Soccer is far and away the most realistic soccer game that I've played so far. That's mainly because of the way that the viewpoint follows the ball up and down the field in such a smooth flowing way.

GEORGE It's a great viewpoint for a soccer game. I like the action, too. I do think, though, that when you're playing a two-player game, the player defending the near goal and shooting for the far goal has the advantage.

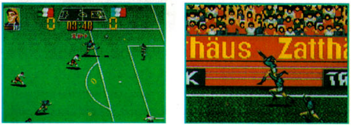
ROB That's true. But players do switch at halftime and, if you think that a certain formation works for the particular end of the field that you're defending, you can change to that formation before the second half begins.



Personal Power Meters for Super Soccer. George: 4.0 4.0 4.5 3.5 Rob: 4.5 3.5 4.5 4.5.

GEORGE The viewpoint in Super Soccer Champ follows the action from the sidelines, scrolling left and right as the ball moves. It's probably not as "in the thick" of things as Super Soccer, but it's still a pretty realistic soccer game and it's equally difficult for both players at the same time.

ROB I think it's all right, but I don't enjoy it as much as Super Soccer. If it was the only soccer game around, I'd probably like it more than I do.



Personal Power Meters for Super Soccer Champ. George: 3.5 3.5 3.5 3.0 Rob: 3.0 4.0 3.0 3.0.

ROB There are three Super NES golf games which are either soon to be released or now available. They are **Jack Nicklaus Golf** from Tradewest, **True Golf Classics: Pebble Beach Golf Links** from T & E Soft and **PGA Tour Golf** from Electronic Arts. I think that it would serve our readers well for us to compare these releases.

GEORGE All three are four-player alternating games. Jack Nicklaus Golf uses a password to save your position and True Golf Classics: Pebble Beach Golf Links employs a battery backup for saving data.

ROB Jack Nicklaus Golf has three built-in courses, along with an option for the player to create his or her own course from a menu of several different holes.

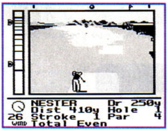
GEORGE It also includes a driving range and putting green, and you can choose to compete in stroke play or, if there's at least one other player, you can participate in a skins game.

ROB I like the fact that there's a lot of versatility to the game, but I'd like to mention that the pace is rather sluggish. Granted, this is a golf game and not Contra III: The Alien Wars, but it does move along rather slowly.

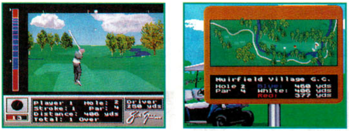
GEORGE The slow pace comes from the way that the screen goes blank after each shot and the new position of the ball is then drawn in, starting on the left side of the screen and moving to the right side.

ROB Yeah. It's not a real smooth transition. Of course, when you are actually out there on the course, there is a lot of time between shots. So, it's realistic in that sense.

GEORGE We should mention that there is also a Game Boy version of Jack Nicklaus Golf. It's similar in play control and style. The main differences are that the graphics are simplified quite a bit for the Game Boy version and two of the Game Boy courses are different from the Super NES courses.


NESTER Dr 250y
Dist 410y Hole 1
26 Stroke 1 Par 4

Total Even


Player 1 Hole: 2
Stroke: 1 Par: 4
Distance: 406 yds
Total: 1 Over
Driver 250 yds

Muirfield Village G.C.
Hole 2 Blue: 460 yds
Par 4 White: 406 yds
Red: 377 yds

Personal Power Meters for Jack Nicklaus Golf. George: 3.0 3.5 3.0 3.0 Rob: 3.5 3.0 3.0 3.0.

ROB The next game in our comparison of the new golf titles is True Golf Classics: Pebble Beach Golf Links. This is the second in a series of games from T & E Soft which faithfully present actual, well-known golf courses.

GEORGE Yes. The first one focused on the Waialae Country Club in Hawaii. And it's quite a value, since the cost of the Game Pak is just a fraction of what it would cost to play a single round at one of these courses.

ROB That's true. I understand that the game designers went to great lengths to make sure that courses in the games look as close as they possibly can to their real-life counterparts. I've never been lucky enough to play them, though.

GEORGE The graphics are very detailed and they really do add to the playing experience. My only complaint is that it's a little slow to change angles when you're aiming your shot.

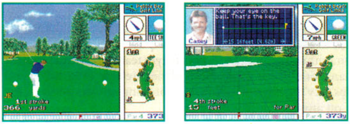
ROB I think that's because there is so much detail in the graphics. We mentioned that Jack Nicklaus Golf includes a skins games. This game also includes skins play, along with stroke play, match play and a tournament. If I had a complaint with this game it would be with the play control. Once you determine the strength of your shot, you see a red dot that kind of scans over a golf ball. The idea is that you're supposed to stop the dot at the area on the ball where you want to concentrate your hit. To me that seems more like luck than anything, and it doesn't really test your golfing abilities.

GEORGE That's true. But if you have quick reflexes, you should be able to stop the dot where you want to most of the time.

ROB What do you think about the music?

GEORGE I think that it's appropriate because it sounds like something that Bing Crosby would be singing and, you know, he was quite a golfer.

ROB I think that it would be a great touch if you could turn around in the game and see this jazz trio playing the same perky riff over and over again. After about two holes, I find myself exercising the option to turn off the music.



Keep your eye on the ball. That's the key.

Personal Power Meters for True Golf Classics: Pebble Beach Golf Links. George: 4.0 3.0 3.5 3.0 Rob: 4.5 3.5 3.5 3.5.

GEORGE Last but not least, we have PGA Tour Golf. This is my favorite golf game for the Super NES so far. It really takes advantage of the Super NES scaling and rotation effects. When you hit the ball, your viewpoint actually follows the ball in flight, right to where it lands.

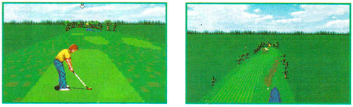
ROB I like that too. Because it has that effect, though, each hole is isolated from the rest of the course, which is kind of strange, especially since the courses in the game are supposed to mirror four actual courses on the PGA Tour.

GEORGE It takes some getting used to, but the Ball Cam effect is quite stunning. I also think that the play control is very easy to manage. On every shot, you know exactly how far the chosen club can hit the ball and how far you are from the pin. It's a game that you can just pick up and play...very intuitive.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

ROB The only thing that I don't like is that in a multi-player game, both controllers are always activated so the player holding the other controller can hit your ball if he or she isn't paying attention.

GEORGE But, I think that could save you from crossing a lot of wires if you're playing with four players.



Personal Power Meters for PGA Tour Golf. George: 3.5 3.5 3.0 4.0 Rob: 3.0 3.0 3.5 3.5.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
DARKWING DUCK	CAPCOM	1P	3.9	3.9	3.9	3.8	COMIC ADVENTURE
MATCHBOX RACERS	MATCHBOX	1P	2.9	3.3	2.7	2.9	DRIVING
PAPERBOY 2	MINDSCAPE	2P-A	2.8	3.0	2.7	3.0	COMIC ACTION
ROBOCOP 3	OCEAN	1P	3.3	2.9	3.0	2.8	HERO ACTION
WACKY RACES	ATLUS	1P	3.3	3.5	3.3	3.4	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BATMAN: RETURN OF THE JOKER	SUNSOFT	1P	3.9	3.4	3.5	3.6	HERO ACTION
4 IN 1 FUNPAK	INTERPLAY	2P-A	3.7	3.5	3.3	3.5	BOARD GAMES
JACK NICKLAUS GOLF	TRADEWEST	1P/PASS	2.9	3.1	2.9	3.1	GOLF
NAIL 'N SCALE	DATA EAST	2P-S	2.7	3.2	3.0	3.1	PUZZLE ACTION
PAPERBOY 2	MINDSCAPE	2P-A	2.5	2.7	2.3	2.2	COMIC ACTION
WORK BOY	FABTEK	1P	N/A	N/A	N/A	N/A	ORGANIZER

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
CONTRA III : THE ALIEN WARS	KONAMI	2P-S	4.3	4.4	4.3	3.9	MILITARY ACTION
JACK NICKLAUS GOLF	TRADEWEST	4P-A/PASS	3.3	3.3	3.0	3.0	GOLF
RAIDEN TRAD	ELECTRO BRAIN	2P-S	2.8	3.4	2.7	2.6	MILITARY ACTION
PGA TOUR GOLF	ELECTRONIC ARTS	4P-A	3.3	3.3	3.2	3.4	GOLF
SUPER ADVENTURE ISLAND	HUDSON	1P	3.7	3.6	3.8	3.4	COMIC ACTION
SUPER SOCCER	NINTENDO	2P/PASS	3.6	3.6	4.1	3.8	SOCCER
SUPER SOCCER CHAMP	TAITO	2P-S	3.2	3.6	3.3	3.2	SOCCER
TRUE GOLF CLASSICS: PEBBLE BEACH	T & E SOFT	4P-A/BATT	3.8	3.4	3.8	3.6	GOLF
XARDION	ASMIK	1P/BATT	3.3	3.1	3.1	3.1	SCI-FI ACTION

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
4P-A = FOUR PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

TOP
20
NINTENDO POWER
NINTENDO

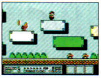
May 1992

There were no big movers this month, but Super Mario Land did reclaim the #1 slot which it vacated last month. The NES version of The Legend of Zelda is one of the oldest titles on the charts, however it continues to see very strong votes.

NES

1 8,914 POINTS
31 MONTHS

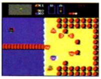
SUPER MARIO BROS. 3



The key to the Mario Brothers' success is their lasting appeal in all three categories: Pros, Players and Dealers.

2 5,690 POINTS
44 MONTHS

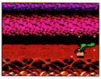
THE LEGEND OF ZELDA



The Pros, ignited by A Link To The Past, are breaking out Zelda for the NES. The fever continues to spread.

3 5,029 POINTS
9 MONTHS

BATTLETOADS



Those terrific 'Toads continue to have an outstanding amount of Player appeal. The Pros feel the same way!

4 4,795 POINTS

MEGA MAN IV

Strong Dealer and Pro votes ensure Mega Man lands in the top ranks of the volatile NES category. Way to go!

5 4,332 POINTS

FINAL FANTASY

The Light Warriors must lead charmed lives. One of the greatest NES RPG's continues to hold strong near the top.

6	3,576 POINTS	TECMO SUPER BOWL
7	3,282 POINTS	TETRIS
8	3,277 POINTS	METROID
9	3,257 POINTS	DR. MARIO
10	3,221 POINTS	SUPER MARIO BROS. 2
11	2,657 POINTS	CRYSTALIS
12	2,618 POINTS	TMNT II: THE ARCADE GAME
13	2,375 POINTS	MEGA MAN III
14	2,206 POINTS	BATMAN
15	2,160 POINTS	MONOPOLY
16	2,156 POINTS	TINY TOON ADVENTURES
17	2,086 POINTS	CASTLEVANIA III: DRACULA'S CURSE
18	2,029 POINTS	MEGA MAN II
19	1,957 POINTS	ZELDA II: THE ADVENTURE OF LINK
20	1,901 POINTS	NINJA GAIDEN II

SUPER NES

1 12,913 POINTS
4 MONTHS

SUPER MARIO WORLD

An incredible amount of Player support helps to keep the Mario Brothers at the top of the Super NES heap.

2 10,059 POINTS
4 MONTHS

F-ZERO

Always strong at #2, F-Zero provides an excellent way to build up your tolerance to motion sickness. It's fast!

3 9,854 POINTS
4 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Big things are expected of this game. The Pros have no doubt that it will fulfill all Player and Dealer expectations.

4 6,507 POINTS

FINAL FANTASY II

Just like its NES predecessor, Final Fantasy II for the Super NES is very strong in each of the voting categories.

5 6,465 POINTS

SIMCITY

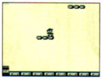
Landforms, landforms, landforms. There's enough to keep everyone very busy for many months to come.

6	6,418 POINTS	CASTLEVANIA IV
7	5,895 POINTS	FINAL FIGHT
8	4,451 POINTS	ACTRAISER
9	4,111 POINTS	PILOTWINGS
10	3,763 POINTS	SUPER GHOULS 'N GHOSTS
11	3,731 POINTS	CONTRA III
12	3,433 POINTS	JOHN MADDEN'S FOOTBALL
13	2,691 POINTS	U.N. SQUADRON
14	2,562 POINTS	SUPER OFF-ROAD
15	2,398 POINTS	LEMMINGS
16	2,047 POINTS	HOME ALONE
17	1,548 POINTS	TRUE GOLF CLASSICS: WAIALAE C.C.
18	1,412 POINTS	SUPER TENNIS
19	1,359 POINTS	SUPER R-TYPE
20	1,357 POINTS	WANDERERS FROM Ys

GAME BOY

1 11,186 POINTS
20 MONTHS

SUPER MARIO LAND



After a brief drop to #2, Mario's sole Game Boy adventure returns to claim the coveted #1 spot again.

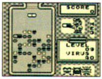
2 9,581 POINTS
5 MONTHS

METROID II: RETURN OF SAMUS

Samus blasted through to the top slot last month, but she can't get past Mario this month. She'll be back!

3 5,610 POINTS
16 MONTHS

DR. MARIO



Hangin' in there at #3, the good Dr. knows how to beat back the competition as well as those nasty viruses.

4 4,804 POINTS

BATTLETOADS

Very strong with the Pros and Players, the 'Toads should begin picking up at the Dealer level at any time.

5 4,554 POINTS

MEGA MAN IN DR. WILY'S REVENGE

The Players know a great game when they see one, but that's not the only reason Mega Man resides in the top 5!

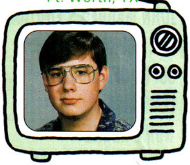
6	4,427 POINTS	FINAL FANTASY ADVENTURE
7	3,443 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
8	3,027 POINTS	TMNT: FALL OF THE FOOT CLAN
9	3,021 POINTS	TMNT II: BACK FROM THE SEWERS
10	2,972 POINTS	FINAL FANTASY LEGEND
11	2,929 POINTS	SUPER R.C. PRO-AM
12	2,925 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
13	2,793 POINTS	KID ICARUS
14	2,753 POINTS	FACEBALL 2000
15	2,521 POINTS	TERMINATOR 2
16	2,435 POINTS	OPERATION C
17	2,421 POINTS	F-1 RACE
18	2,308 POINTS	HOME ALONE
19	2,025 POINTS	FINAL FANTASY LEGEND II
20	1,961 POINTS	THE ADDAMS FAMILY

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE SUPER NES ACTION/ADVENTURE GAMES?

PLAYER'S PICKS

Brandon Brinkley
Ft. Worth, TX



PilotWings
SimCity
Super Mario World
Gradius III
Darius Twin

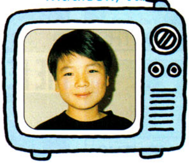
PLAYER'S PICKS

Darcy Morrissette
Windsor Locks, CT

Final Fight
F-Zero
The Legend of Zelda:
A Link To The Past
Super Mario World
Super R-Type

PLAYER'S PICKS

Brian Lee
Madison, WI



The Legend of Zelda:
A Link To The Past
Castlevania IV
Super Baseball Simulator 1.000
F-Zero
Super Tennis

PLAYER'S PICKS

Sean Jones
Carbondale, IL

Super Mario World
U.N. Squadron
SimCity
Super Ghouls 'N Ghosts
The Legend of Zelda:
A Link To The Past

PLAYER'S PICKS

Derek Smith
Apopka, FL

ActRaiser
Final Fantasy II
Final Fight
The Legend of Zelda:
A Link To The Past
SimCity

PLAYER'S PICKS

Aaron Marquez
Glendale, AZ

Super Mario World
F-Zero
John Madden's Football
Castlevania IV
Super R-Type

PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Super NES Action/Adventure games. Cast a vote for your favorites in the Player's Poll this month.

Super NES Action/Adventure Games: Player's Picks for April 1992

1. Super Mario World

2. The Legend of Zelda: A Link To The Past

3. Final Fight

4. Castlevania IV

5. ActRaiser

MELISSA EXPLAINS IT ALL

So you want to know everything about how you can be a hip teenager, despite having a dorky little brother and parents whose picture appears beside the word "embarrassing" in the dictionary? If so, you're not alone. Plenty of other long-suffering teens tune in weekly to catch the sage advice of Clarissa in Nickelodeon's ***Clarissa Explains It All,*** *the surprise Nick hit now in its second season. From her vantage point, Clarissa addresses the audience directly to explain what's going on, and she uses computer games to illustrate her points. What makes the show so cool? Melissa Joan Hart, who plays Clarissa, explains it all: "It has a new perspective. It's the only show of its kind with a girl lead, and it focuses on how events affect the Darling family members, not a bunch of other people."*

Just after they filmed the first episodes for this year, we talked with Melissa and costar Jason Zimbler, who plays her little brother, Ferguson, about the show, each other, and the role video games play in their real lives. We also gave them a chance to play some new games for the Super NES, Lemmings and Super WWF WrestleMania.

Celebrity Player Profile

Nintendo Power: How much are you like the character you play?

Melissa Joan Hart: In some ways I am, but I'm not as much into computers as Clarissa is. We sort of dress alike, but my clothes match!

NP: How about you Jason? Are you into computers?

Jason Zimbler: Oh yeah, I'm interested in programming and stuff. I use it for typing things and for doing my homework. If I'm not using it for work, I'm playing games on it.

NP: There's a lot of sibling rivalry between your characters in the show. Is there some on the set, too?

MJH and **JZ:** Yes!

MJH But mostly there's a lot of joking around. Between scenes, Jason always runs to play video games on his Super NES.

NP: What are you playing these days, Jason?

JZ: ActRaiser—it's so cool! I've beaten the first set of monsters and I'm developing civilization in Northwall, if you know where that is.

NP: What did you think of the new Super NES games we sent you?

MJH I played Lemmings. It was great! I like the challenge. It's really cool how you have to figure out what Lemming you need and put it in the right place. It's kind of hard to tell the different ones apart from their pictures on the screen, though. They were too small. It didn't take long to figure out the Blasters, but some of the others looked too much alike.

JZ: I played WWF Super WrestleMania. The graphics were fabulous! I liked running and bouncing off the ropes, and the move where you run and jump kick. I didn't play long enough to figure out what the X Button does, though!

NP: Have you ever called a Nintendo Game Counselor when you've been stuck in a game?

JZ: No, I just ask my friends. We trade tips and stuff all the time.

NP: How about you, Melissa? Have you ever called for help?

MJH No, when I'm stuck I ask my sisters and brother. They know everything about our games!

NP: Your character, Clarissa, creates great video games in the show. If you could create a game, what would it be about?

MJH I don't know, but the lead would definitely be a girl, and the boys would be enemies. Maybe I'd put Jason's face on a spider or something. (Just kidding, Jason!)

NP: How about you, Jason?

JZ: I like games like ActRaiser—ones that make you think. I'd make it look very realistic, and it wouldn't just be a shoot'em up. It would be a quest, not an action game. You'd have to think and find out what to do next.

Melissa and Jason always give you something to think about in their show, too. Be sure to catch them in the next episode of ***Clarissa Explains It All,*** airing Sundays on Nickelodeon.

Ferguson (Jason Zimbler) does some explaining of his own to big sis, Clarissa (Melissa Joan Hart).

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

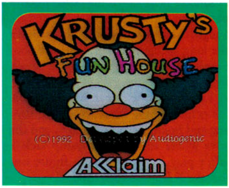
PAK WATCH

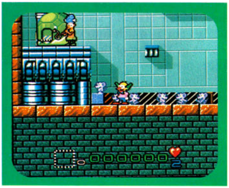
UNDER CONSTRUCTION

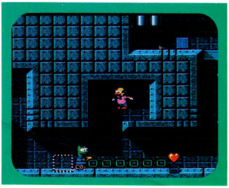
Krusty's Fun House ACCLAIM

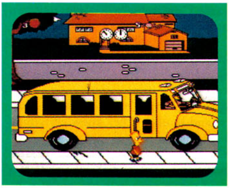
Krusty's Fun House for the Super NES is nothing like the earlier Simpson's action games from Acclaim, but don't have a cow. This puzzle game not only looks good and features the world's rudest clown, it is also a super gaming challenge. Actually, it is an adaptation of a computer game called Rat Trap. The object of the game is for Krusty to lead a bunch of mice into a machine where they are turned into balloons. Correctly positioned blocks help get the mice over various obstacles, but Krusty must also contend with enemies and traps. Although the initial stages are simple and direct, later stages become mind-bogglingly treacherous. Like Lemmings, this game requires a vast reservoir of patience, but you also have to be nimble and quick or Krusty will get burned. Even better news is that a NES version of Krusty's Fun House is in the works.

The Super NES Simpson's adventure, Bart's Nightmare created by Sculptured Software, is also in development. So far, Pak Watch has seen only an early version, but what we saw was promising. The worlds through which Bart must pass are wonderfully weird, like Virus World and Indy World (picture Bart with a leather vest and whip). In another stage, Bart dons the guise of a T. Rex. Cool, dude. On the NES front, this Pak Watcher recently hit the road with Ferrari Grand Prix Challenge. This single-player racing game features 16 courses around the world, a practice mode, password, pit stops and speeds exceeding 300 kph. Narrow roadways, sharp turns and aggressive opponents make it quite a challenge. Expect to see this game later this summer.









Bart's Nightmare

FERRARI
GRAND PRIX
CHALLENGE
PRESS START

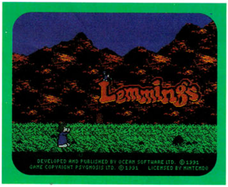
Ferrari Grand Prix

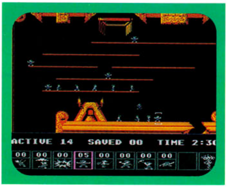
BLAST OFF

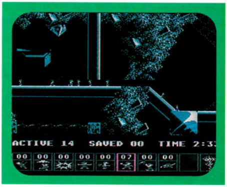
Lemmings

SUNSOFT

Just because you don't have a Super NES doesn't mean that you have to jump off a cliff. Sunsoft's Lemmings, the game of rodent resourcefulness, is coming soon to the NES. Originally a PC game from European developer, Psygnosis, Lemmings soon became an award-winning hit. The object is to get as many Lemming folk from a starting gate to an exit door within a given time. The problem is that cunning programmers have placed a nightmare course of obstacles in the way of the inoffensive Lemmings. Luckily for them, and you, Lemmings can be given special talents, like the skill to build steps, dig holes, explode bombs and direct traffic. By commanding your Lemmings to use these skills, you can create a safe path through the bedlam to save the critters. Lemmings is both a puzzle game and an action game, and as you reach the higher levels you'll find the challenge is enough to make your head explode. Once you've figured out an area, you'll receive a password so you can start at the next level. There are a few less Lemmings on the screen, and a few less levels of difficulty than the Super NES version. Oh, and you can't listen to the Lemmings squeek in stereo. On the other hand, the NES Lemmings is easier to control, looks great, and captures all the fun and challenge of its more powerful sibling.


Lemmings
DEVELOPED AND PUBLISHED BY OCEAN SOFTWARE LTD. © 1991
GAME COPYRIGHT PSYGNOSIS LTD. © 1991 LICENSED BY NINTENDO



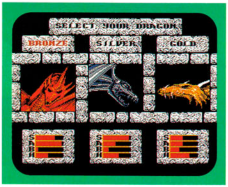


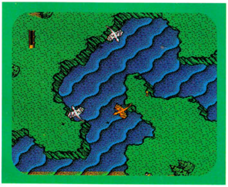
BLAST OFF

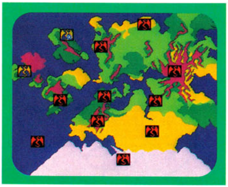
DragonStrike

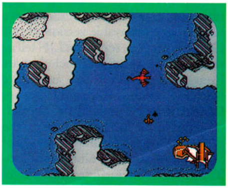
FCI

Although DragonStrike for the NES is called an official Advanced Dungeons & Dragons product, this game has little in common with traditional AD&D RPGs like Pools of Radiance. In fact, DragonStrike is an action game in which you control your own fire-breathing dragon in aerial combat. This Pak Watcher was impressed both by the overhead view, which allows the battle to rage across the landscape, and the ease of control. Dragons may be creatures of fantasy, but the controls for flying and firing are as natural as if you were born with wings. The game play is based on a series of missions in which your dragon must destroy a predetermined number of targets. The targets range from other dragons to ships to castles to monsters, but the real challenge is staying alive while attacking, because the landscape below swarms with enemies who shoot arrows at you, sling stones and otherwise make these skies about as friendly as boiling oil. You also have to watch out for cliffs and mountains, and learn to use these natural features strategically during battle. You may not believe in dragons now, but you will if you play DragonStrike.







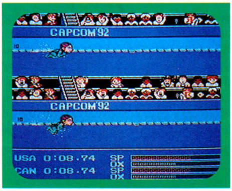


UNDER CONSTRUCTION

Capcom's Gold Medal Challenge '92

CAPCOM

You won't have to go to Spain this summer to participate in world class competition thanks to Capcom's Gold Medal Challenge '92 for the NES. Pak Watch first caught a glimpse of this athletic endeavor at Winter CES, but a look at the most recent version reveals more features. There are 22 events in all, covering disciplines in track & field, swimming, gymnastics, and weight-lifting. There is also a Marathon race and the Triathalon. The Game Pak also has a battery back-up and a two-player mode. Once you've mastered the control sequences, which takes a little doing on some events, your keys to the gold will be good timing and finger stamina. There's even a medal ceremony for the victors.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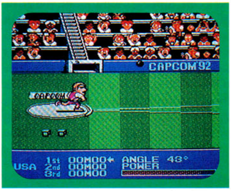
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3rd 00M00
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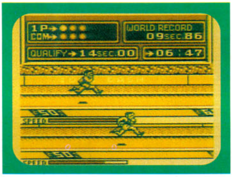
POWER

UNDER CONSTRUCTION

Track & Field

KONAMI

Adaptations of classic arcade games for the Game Boy system seems to be a trend these days...and a good trend if care is taken to make a quality product that preserves the fun and challenge that made the game popular in the arcade. Konami's Track & Field is certainly on the right track. The most impressive aspect is the easy-to-learn control sequences for the different events. The developmental version received at Pak Watch Central contained only some of the events, though, and programmers at Konami have not decided what all to include for the final game, which Konami hopes to have on the market by the end of the summer. Already, with Training and Olympic Events, plus a Versus Mode for two-player action, Track & Field looks like a winner.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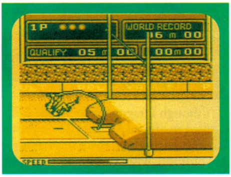
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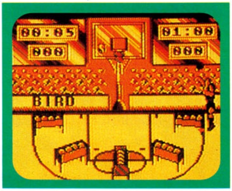
BRIGHT IDEA!

NBA 2

LJN

LJN will be giving you the chance to test your Hoop skills against the biggest stars in the NBA when NBA All-Star Challenge 2 hits the stores later this year. Although we haven't seen a playable version of this Game Boy sequel, sources at LJN tell us that the new game will include stars from all 27 NBA teams including Michael Jordan, Hakeem Olajuwon, Charles Barkley and Clyde Drexler. The idea of the game is to take on the greats in specialty competitions like Slam Dunk and 3-Point Shootouts. The game should include a Game Link option for two-player competitions. If NBA 2 is anything like the original NBA All-Star Challenge, it could be even hotter still.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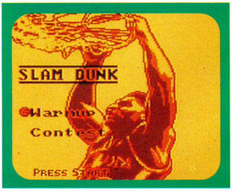

SLAM DUNK
Warmup
Contest
PRESS START

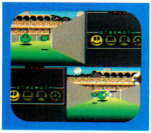
JAPAN WATCH

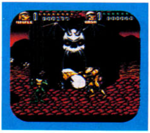
In Japan there is a sort of tradition that when a new game in the Dragon Quest series (Dragon Warrior in the United States) is released during the winter, few other games are released in direct competition. Companies plan on releasing games after the Dragon Quest frenzy subsides. So imagine the mayhem when Enix suddenly delayed the release of Dragon Quest V last February. No one knew when it would be "safe" to release their spring games. One game that braved the uncertain market was Romancing Saga, a Role Playing Adventure in the tradition of Final Fantasy II from Square. The game for the Super Famicom has great replay potential due to an ever-changing storyline. The battle scenes have the best animation yet for this type of RPG and the world of Mardius is BIG. Great graphics complete the picture and some speculators in Japan believe that Enix delayed Dragon Quest V in order to match or better Square's continuing innovations in RPGs. In the long run, this kind of competition will pay off in better games for players in both Japan and the U.S.

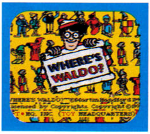
GOSSIP GALORE

Pak Watching can be a little like forecasting the weather. You never know for sure when a game will hit town--like Gargoyle's Quest from Capcom. This NES title has remained elusively on the horizon for several months and our sources at Capcom still have big question marks hovering over their heads regarding a completion date. Also showing up only on long range forecasts is Acclaim's George Foreman boxing game. Pak Watch has learned that NES and Game Boy versions of the game are planned. We've also heard rumblings about Spiderman 2 for Game Boy.

Elsewhere in Pak news, a nearly finished version of Super Faceball from BPS found its way to Pak Watch HQ where it has taken up near permanent residence in our Super NES. Hot! Speaking of HQs, T.HQ (Toy Headquarters) has a line-up that includes Swamp Thing (for all three Nintendo systems), Where's Waldo?, Family Dog, Robosaurus, James Bond Jr. and this Pak Watchers favorite moose, Bullwinkle, all for the Super NES. One-time Power editor and game guru, Howard Phillips, now directs the creative projects for T.HQ. Will Waldo be wearing a bow tie? NOT! You won't catch RARE's Battletoads wearing bow ties, either, unless they have spikes on them. A quick look at the early stages of Battletoads In Battlemaniacs for the Super NES revealed two-toad action and stunning backgrounds. Final analysis: the future looks bright!


SUPER FACEBALL


BATTLETOADS IN BATTLEMANIACS


WHERE'S WALDO?

FUTURE GAMES
FOR THE

NES

- **Bio Force Ape**
- **Capcom's Gold Medal Challenge '92**
- **Contra Force**
- **DragonStrike**
- **Ferrari Grand Prix Challenge**
- **Gargoyle's Quest**
- **Krusty's Funhouse**
- **Lemmings**
- **Might & Magic**
- **Rocky**

SUPER NES

- **Bart's Nightmare**
- **The Duel: Test Drive II**
- **F1-ROC**
- **Krusty's Fun House**
- **Magic Sword**
- **Out of this World**
- **The Rocketeer**
- **Street Fighter II**
- **Super Battletank**
- **Super Faceball**
- **Super Play Action Football**
- **TMNT IV**
- **True Golf Classics: Pebble Beach**
- **Ultrabots: Sanction Earth**
- **WINGS 2**

GAME BOY

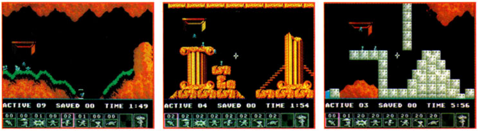
- **Ariel (The Little Mermaid)**
- **Lunar Chase**
- **M.C. Kids**
- **NBA 2**
- **Track & Field**

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 37

LEMMINGS

The Lemmings are coming—and going, unless you can put them on the track that will take them to their ship. Next month, we'll take a look at Lemmings mayhem for the NES.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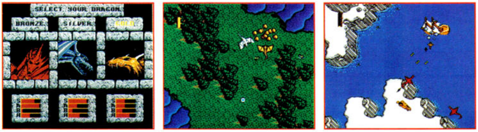
ACTIVE 03 SAVED 00 TIME 5:56

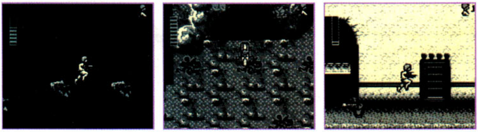
DRAGONSTRIKE

Swooping and wheeling through the skies of a magical kingdom, your dragon faces trials by fire and water, earth and air. The graceful serpents are at your beck and call.



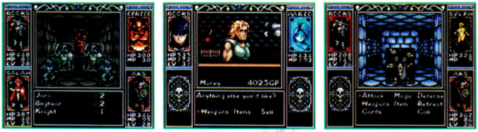
STAR WARS

It's the adventure that spans the stars. From the desert home world of Luke Skywalker to the depths of the Imperial Death Star where Princess Leia is held captive.



ARCANA

The mystical world of Arcana blurs the boundaries between reality and astrology. In this unique RPG you'll find creatures of the tarot that have come to life.



BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.

Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.

Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.

Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman.

Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.

Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.

Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones, Ultimate Air Combat.

Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, Actraiser, Metroid II: Return of Samus (Game Boy).

Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.

Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.

Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.

Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.

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Dragon Warrior
Super Mario Bros. 3
Tetris
Final Fantasy

Five of the most popular NES games of all time are featured in Volumes 7 through 12.

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Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information. If you like these games and want to know every single detail about them-these Strategy Guides are definitely the way to go!

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Super Mario Bros. 3
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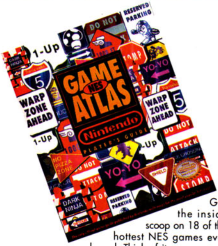
PLAYER'S GUIDES



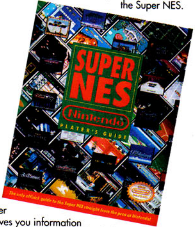
Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

GAME BOY
Nintendo
PLAYER'S GUIDE

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
Nintendo
PLAYER'S GUIDE

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.



This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

SUPER POWER '92

THE SUPER SCOPE 6™ MALL TOUR

The trucks are rollin' and SuperPower '92 is in high gear. The Super Scope 6 Mall Tour is on the road now through the end of May! The tour is stopping at major malls throughout the United States for three-day weekend events. Try your hand with the Super Scope 6 - Nintendo's first Super NES accessory. Win cool prizes! Play the newest Super NES games and talk with Nintendo Game Counselors. Check the listings below to see if SuperPower '92 will be making a stop at a mall near you! The dates and locations may be subject to change. Please call 1-800-255-3700 to confirm Mall Tour locations.

LOCATION	DATE
Atlanta Boston Dallas Philadelphia	April 24-26
Dallas Minneapolis New York Philadelphia	May 1-3
Cleveland Minneapolis New York Philadelphia	May 8-10
Houston Los Angeles San Francisco Washington D.C.	May 15-17
Cleveland Danbury, CT Detroit Seattle	May 22-24
Baltimore San Francisco Washington D.C.	May 29-31

LazerBlazer Engage from NINTENDO

TMNT IV: Turtles In Time from ULTRA

WWF Super WrestleMania from LJN

Contra III from KONAMI

Castlevania IV from KONAMI

Super Soccer from NINTENDO

PLAY ALL THE HOTTEST NEW GAMES!

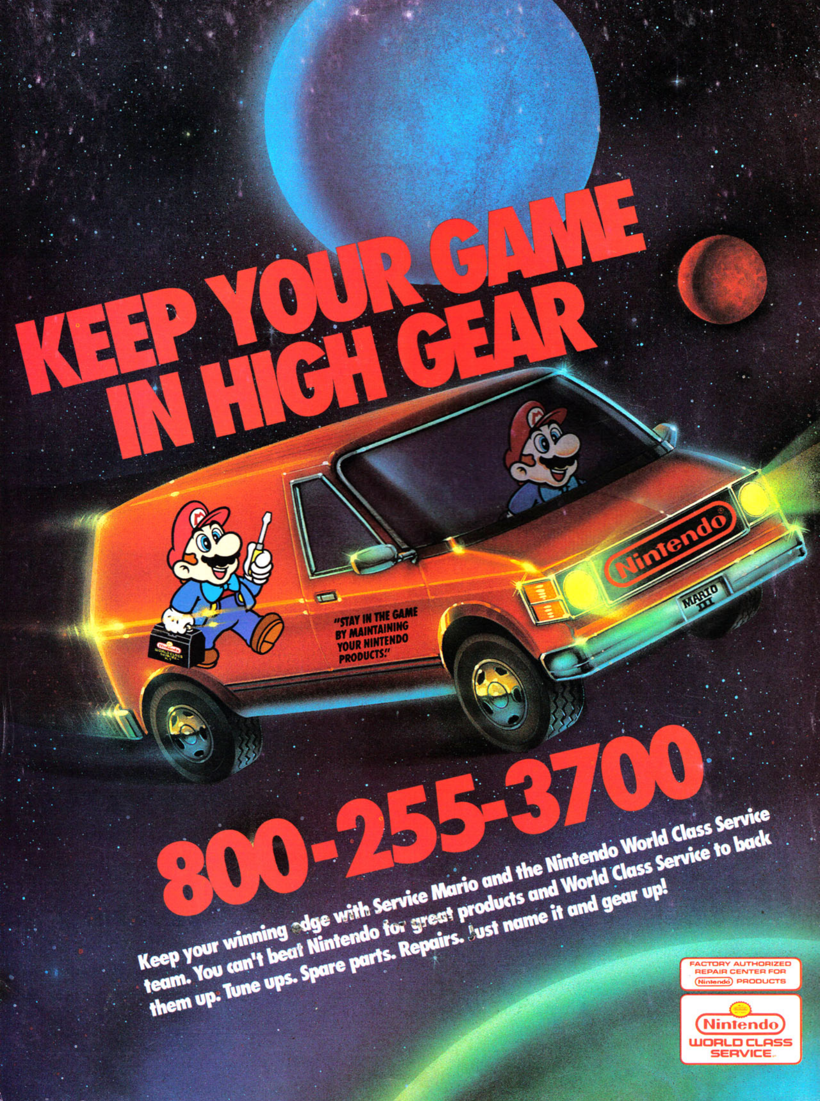
Street Fighter II from CAPCOM

The Legend of Zelda: A Link To The Past from NINTENDO

. . . AND MORE GREAT GAMES!!!

POWER TRIVIA ANSWERS from Volume 35

1. NES = 543, Game Boy = 176, Super NES = 39; **2.** 4 years; **3.** Super Mario Bros.; **4.** Day Dreamin' Davey; **5.** 7 issues; **6.** David Letterman; **7.** $15 - and it's STILL $15!; **8.** 23 games; **9.** 4 Megs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